DARKSIDERS III

Foreword

From Reinhard Pollice

Darksiders III—what a ride! More than 13 years ago, four ambitious developers set out to create a new game. They wanted to create something truly unique and memorable and eventually they ended up with their take on the Four Horsemen of the Apocalypse.

After years of development, *Darksiders—Wrath of War* saw the light of the day in 2010. It was a truly amazing game and piece of art. Back in those days I wasn't part of the development journey. I was a player who was a fan of *Zelda* and was intrigued by *Darksiders*' take on this gameplay formula.

In 2013, we at THQ Nordic had the opportunity to become the owners of *Darksiders* and from the day we closed this deal we wanted to create a new *Darksiders* game that truly lives up to the franchise foundation and deeply committed fans' expectations.

We chose to give Fury, the third of the Four Horsemen, the opportunity to revive the franchise in a new setup. Luckily, we managed to secure Gunfire Games for development. Gunfire is comprised of a lot of the key talents from the Vigil roster. These brilliant minds were the anchor of the *Darksiders* and *Darksiders II* development teams.

After more than two years, we are here to give you *Darksiders III*. A lot of passion went into this game and we hope to create a lot of good emotions with it. As *Darksiders III* is quite a difficult game, this guide can be truly seen as a survival guide but also gives you a look behind the scenes.

Whip on!

—Reinhard Pollice, Business and Product Development Director and Executive Producer at THQ Nordic.

DARKSIDERS III

A Deal with the Council

Riddle of Sorrows

Why did the Creator construct a universe teeming with imperfection, misery, and sin? Among the scholars of both Heaven and Hell, this query is known as “The Riddle of Sorrows.”

If sin is itself a part of the grand design, is not sin then, by definition, divine?

A question for the sages. One particularly restless bunch kept a robust relationship to the topic: the Nephilim. Spawn of Angels and Demons, warriors, relentless, unstoppable. Blood mad. Until they were betrayed by four of their own: War, Death, Fury, and Strife. The Four Horsemen of the Apocalypse.

Inconceivable power was bestowed upon the traitors by those sworn to maintain symmetry betwixt Order and Chaos: the Charred Council. Bear witness as the Council holds court to end the Nephilim war in the name of balance. This is the new pact.

DARKSIDERS III

A Deal with the Council

Fury’s Pact

The Charred Council has summoned Fury to their chamber, for the balance between Order and Chaos is under threat. The Seven Deadly Sins have been released, and by whom the Council cannot say.

Her brother, War, is shackled, falsely charged with breaking the Seventh Seal and initiating the Apocalypse. Death has gone astray, hoping to prove War’s innocence, and Strife attends to other matters. Therefore Fury, alone, must bring the Seven Deadly Sins to heel.

She is capable, and distinctly confident, but she won’t do it for nothing. Fury demands the Charred Council name her leader of the Horsemen upon her return. The Council agrees to her demand, willing to trade her obedience for a title, but they insist she bring along a Watcher.

Fury and the Watcher depart at once for Haven, where her pursuit of the Seven Deadly Sins begins.

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Unleash Fury

Intro to the Basics

Fury, the third Horseman of the Apocalypse, has been sent to Earth to capture the Seven Deadly Sins. Hers is a task once completed long ago with her collected brethren, but now she must ride alone. Whereas War relied on brute strength and Death on agility, Fury's talent as a mage is to blend finesse and rage. To control Fury in combat is to harness one's aggression, to show patience in the face of danger, and to unleash devastating counterattacks that leave no enemy standing.

Darksiders III is about using the powers of the elements—Hollows—to master both combat and exploration. As Fury gains new abilities, the number of places she can access also increases. And by returning to previously visited areas and exploring off the beaten path, she'll find rarer items, save more Humans, and grow ever stronger. But to reach those far-off heights, she must first master the basics. This chapter shows how.

DARKSIDERS III

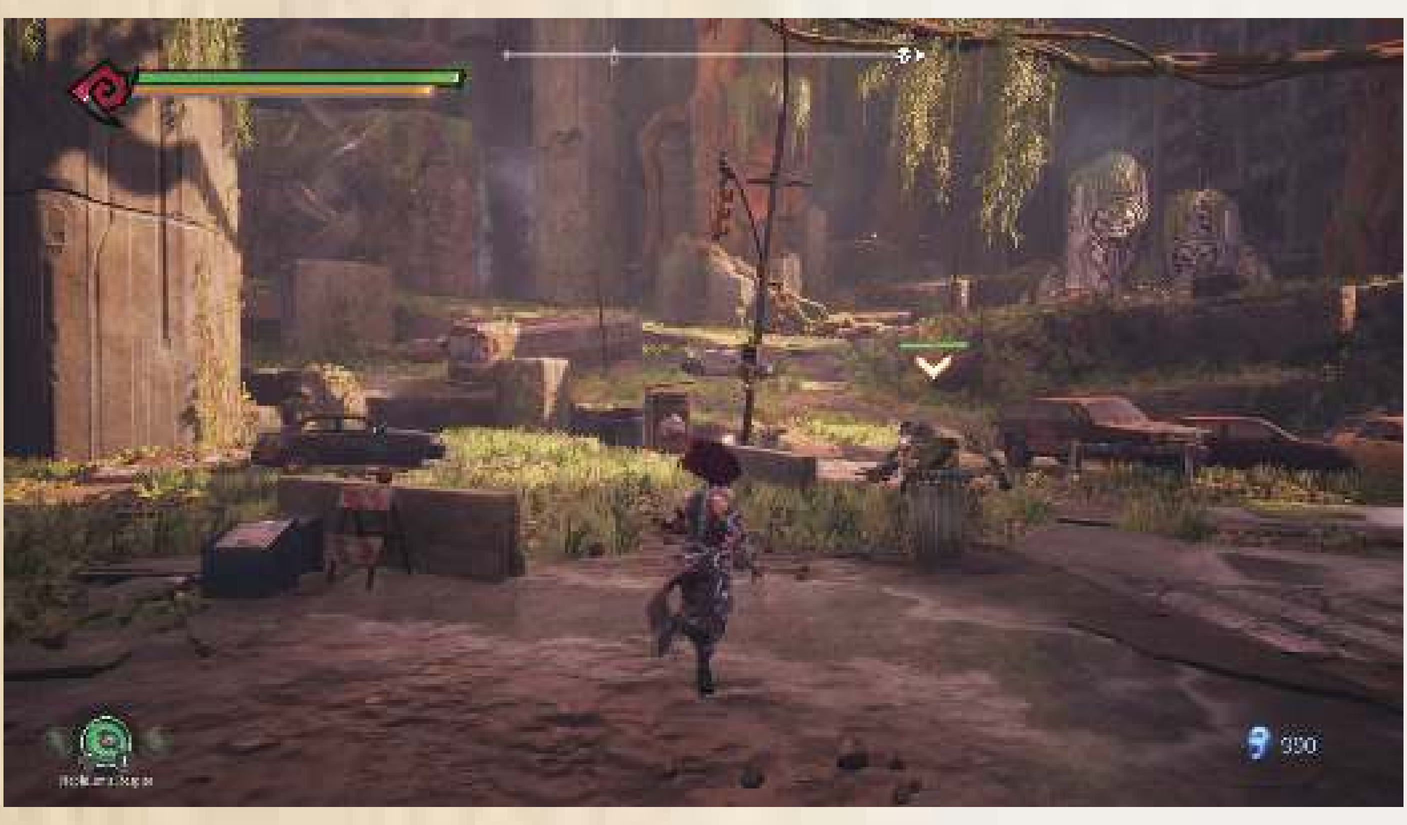
Staying Alive

Initial Health: 200

The lengthy green meter in the upper-left corner of the screen is Fury's Health Meter. Taking damage depletes Health, bringing Fury closer to death. The Health Meter doesn't automatically replenish, but Fury can heal herself through the use of Nephilim's Respites and Healing Shards.

➤ ENEMY HEALTH METERS

Focusing on an enemy reveals a similar Health Meter above their head. Always target the enemy with the weakest health first, as even a weakened enemy can inflict fatal damage if ignored.



Fury begins her quest with 200 Health and the ability to carry two Nephilim's Respites. Though 200 Health may sound like a lot, it isn't. Fury is quite fragile in the early going, and Nephilim's Respites aren't replenished quickly, so you must be careful. Avoid rushing into combat without first studying your enemies. Aim to dodge and counter their attacks or suffer the consequences. Though Fury will eventually grow strong enough to support a more aggressive play style, that doesn't come until much later.

About Difficulty Settings

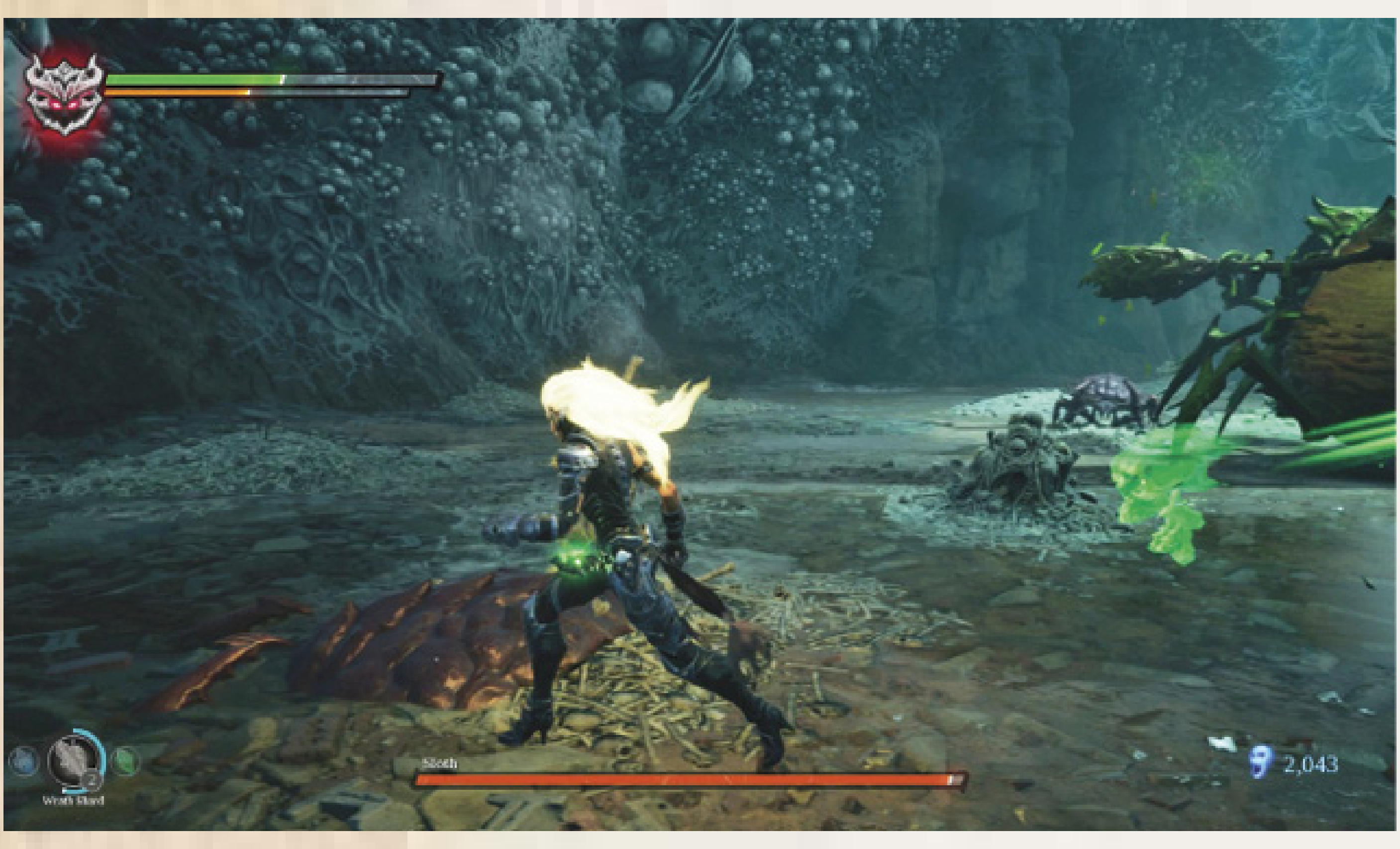
Darksiders III contains four difficulty settings for players to experience: Easy, Normal, Hard, and Apocalyptic. Our recommendation, especially if this is your first time playing a game in this series, is to start with the Normal setting. Then, if the game feels too difficult, consider switching to Easy mode. Be warned, however, that the initial part of the game may prove challenging until you're proficient at the Evade Counter (also known as Arcane Counter) attack. Once you master this technique, the difficulty levels off and the game provides an enjoyable test of skill. This strategy guide was written with the Normal difficulty in mind, though the tactics employed are applicable to all settings. Generally speaking, there is less margin for error on the higher settings.

In short, the higher the difficulty, the harder enemies are to kill, the more damage they inflict, and the harder it becomes to dodge their attacks.

NEPHILIM'S RESPITE

Initial Capacity: 2
Base Healing: 150

Nephilim's Respites are the key way to replenish lost health. These items appear in Fury's quick-access inventory (D-pad left/right to select, D-pad up to consume) and replenish a significant amount of health. Nephilim's Respites are replenished via Health Lurchers, the green phantom-like spirits that escape the bodies of Fury's slain foes. Since they can be replenished for free and are therefore more common than Healing Shards, it's usually a good idea to consume them rather than a Healing Shard, which has to be either found or bought from Vulgrim.



This green Health Lurcher replenishes a Nephilim's Respite.

➤ MAKE ROOM FOR MORE

Keep an eye on your supply of Nephilim's Respites and top off your Health Meter whenever you're holding the max capacity, especially if the Health Meter is less than two-thirds full. This will prevent Health Lurchers from going to waste.

Weapon enhancements can grant Fury the gift of increased Health, Health Regen, and increased Health Lurcher frequency. Consult the *Weapons and Enhancements* chapter for specifics.

Fortunately, it's possible to increase both the capacity and the potency of Nephilim's Respites. Fury can ultimately expand her Nephilim's Respite capacity to six and heal a lot more from each of them. Study the maps contained in the *Hunting the Deadly Sins* walkthrough section for the whereabouts of these items.

Invigoration Core: Automatically increases the storage capacity of Nephilim's Respite by 1.

Rejuvenation Core: Automatically increases the amount of Health restored by Nephilim's Respite by 75.

Nephilim's Respite Upgrades: Running Totals

ORDER FOUND	CORE TYPE	REGION	LOCATION	HEALING	NEPHILIM'S RESPITE CAPACITY
0	—	—	—	150	2
1	Rejuvenation	Nether	Splintered Station	150 (+75)	—
2	Invigoration	Hollows	Blistering Bridge	—	2 (+1)
3	Rejuvenation	Nether	Tangled Grotto	150 (+150)	—
4	Invigoration	Bonelands	Hulking Carcass	—	2 (+2)
5	Rejuvenation	Bonelands	Festering Pool	150 (+225)	—
6	Rejuvenation	Depths	Forgotten Lake	150 (+300)	—
7	Invigoration	Depths	Sunken Tracks	—	2 (+3)
8	Invigoration	Scar	Drilling Annex	—	2 (+4)
9	Rejuvenation	Scar	Drilling Annex	150 (+375)	—
10	Rejuvenation	Vulgrim's Wares	N/A	150 (+450)	—

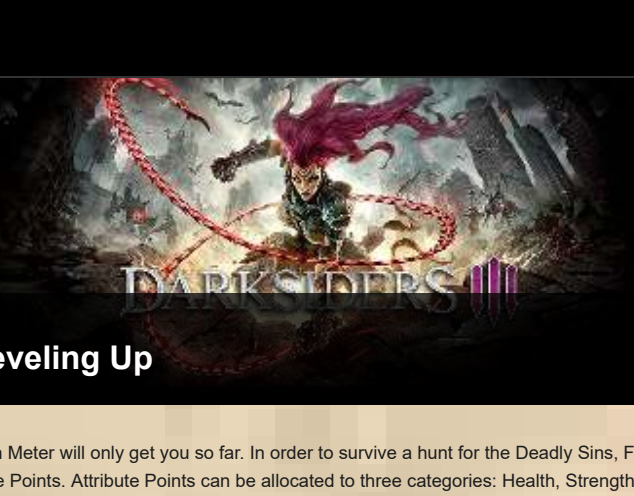
DEATH, SOULS, AND RESPAWNING

Death is neither permanent nor without repercussions. Upon running out of Health, Fury respawns at the nearest Serpent Hole (waypoint) with full Health and two Nephilim's Respites. Any Souls she had in her possession, however, are dropped on the battlefield where she perished, in the form of a Demon Lurcher. To retrieve them, Fury must make it back to the place of her death and strike the Demon Lurcher. Any nearby Lurchers will be absorbed into the Demon Lurcher until Fury destroys it, so do hurry.

Fury isn't the only one to respawn, however. All the area's enemies have also respawned, meaning she must battle back to the spot where she fell in order to continue on. On the one hand, this makes it possible to farm enemies for additional Souls, but it also risks her arriving low on Health or not surviving the journey back at all. Fortunately, multiple Demon Lurchers can be present simultaneously. So, if Fury dies a second time en route to a previously reached spot, both Demon Lurchers will be available for collection.

Since there is always the chance that you have to take a break from playing before returning to collect the Souls you dropped upon dying, it's a good idea to never shatter any Lurcher Crystals until you intend to spend them. Unlike the Souls in your possession, physical items in your inventory are never dropped upon death.

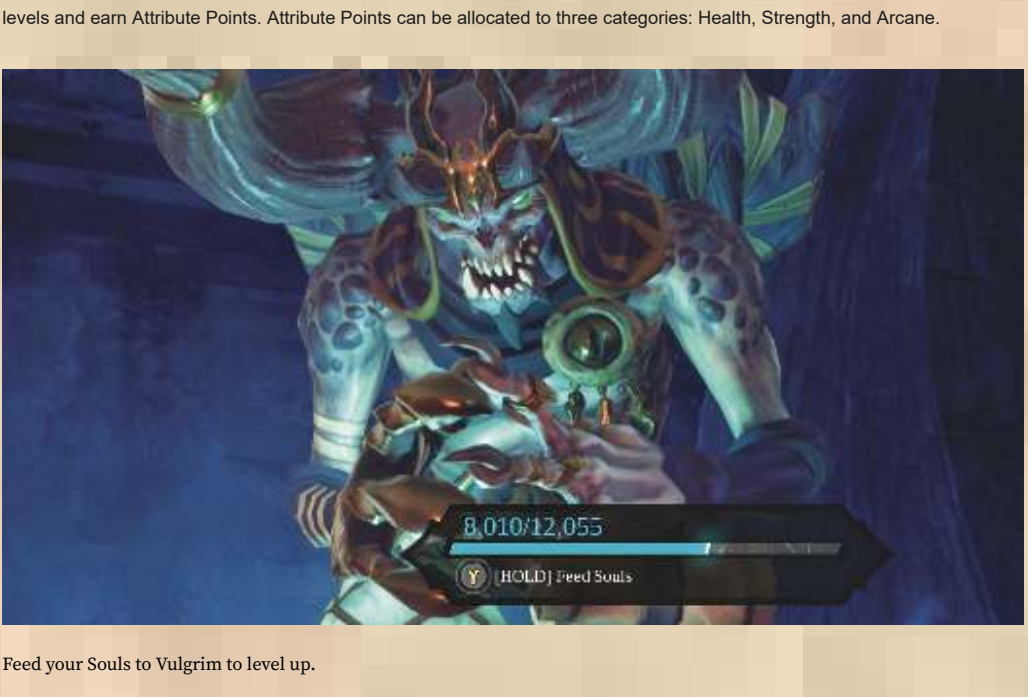
Lastly, deaths by falling are less painful to recover from. Fury is often returned to a nearby ledge without having lost any Souls. Some of her Health will be depleted as a penalty.



Unleash Fury

Souls and Leveling Up

Maintaining a full Health Meter will only get you so far. In order to survive a hunt for the Deadly Sins, Fury needs to gain levels and earn Attribute Points. Attribute Points can be allocated to three categories: Health, Strength, and Arcane.



Feed your Souls to Vulgrim to level up.

Fury can earn Attribute Points in two ways: 1) Locating the rare Luminous Visages scattered throughout Earth, and 2) By feeding Souls to Vulgrim. Vulgrim charges an increasing quantity of Souls for each level gained. The Soul requirements for the first 60 levels are shown in the following table.

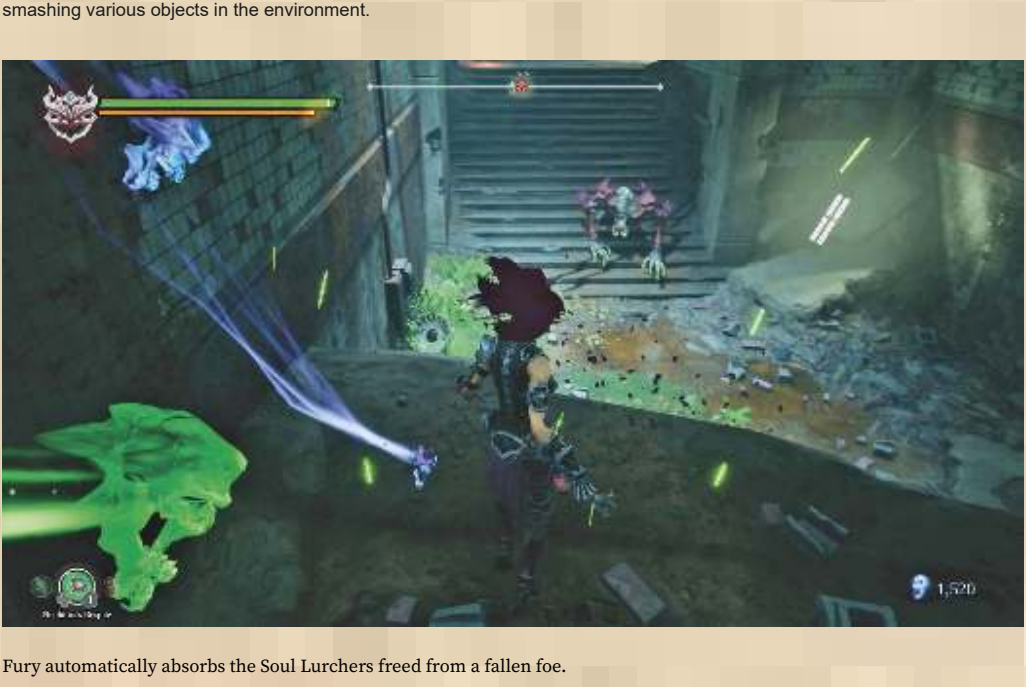
Luminous Visages: Unearthed over countless decades of brutal warfare, these tattered remains don't belong to any known race. Shatter them to gain an Attribute Point.

Lurcher Crystals: Crystallized collections of spirits can be shattered in your inventory to acquire the Souls trapped within.

Souls Required per Level

LEVEL	SOULS
1	—
2	800
3	900
4	1,005
5	1,115
6	1,230
7	1,350
8	1,475
9	1,605
10	1,740
11	1,880
12	2,030
13	2,190
14	2,360
15	2,540
16	2,730
17	2,930
18	3,140
19	3,360
20	3,590
21	3,830
22	4,085
23	4,355
24	4,640
25	4,940
26	5,255
27	5,585
28	5,930
29	6,290
30	6,665
31	7,055
32	7,465
33	7,895
34	8,345
35	8,815
36	9,305
37	9,815
38	10,345
39	10,895
40	11,465
41	12,055
42	12,670
43	13,310
44	13,975
45	14,665
46	15,380
47	16,120
48	16,885
49	17,675
50	18,490
51	19,330
52	20,200
53	21,100
54	22,030
55	22,990
56	23,980
57	25,000
58	26,050
59	27,130
60	28,240
61	29,380
62	30,555
63	31,765
64	33,010
65	34,290
66	35,605
67	36,955
68	38,340
69	39,760
70	41,215
71	42,705
72	44,235
73	45,805
74	47,415
75	49,065
76	50,755
77	52,485
78	54,255
79	56,065
80	57,915
81	59,805
82	61,740
83	63,720
84	65,745
85	67,815
86	69,930
87	72,090
88	74,295
89	76,545
90	78,840
91	81,180
92	83,570
93	86,010
94	88,500
95	91,040
96	93,630
97	96,270
98	98,960
99	101,700
100	104,490

Souls are acquired by defeating enemies and absorbing the Soul Lurchers that flee their corpses and also by collecting Lurcher Crystals. Lurcher Crystals come in a variety of sizes and contain between 25 and 10,000 Souls each. Lurcher Crystals, represented by a small yellow flame, are occasionally dropped by enemies, found in the open, or obtained after smashing various objects in the environment.

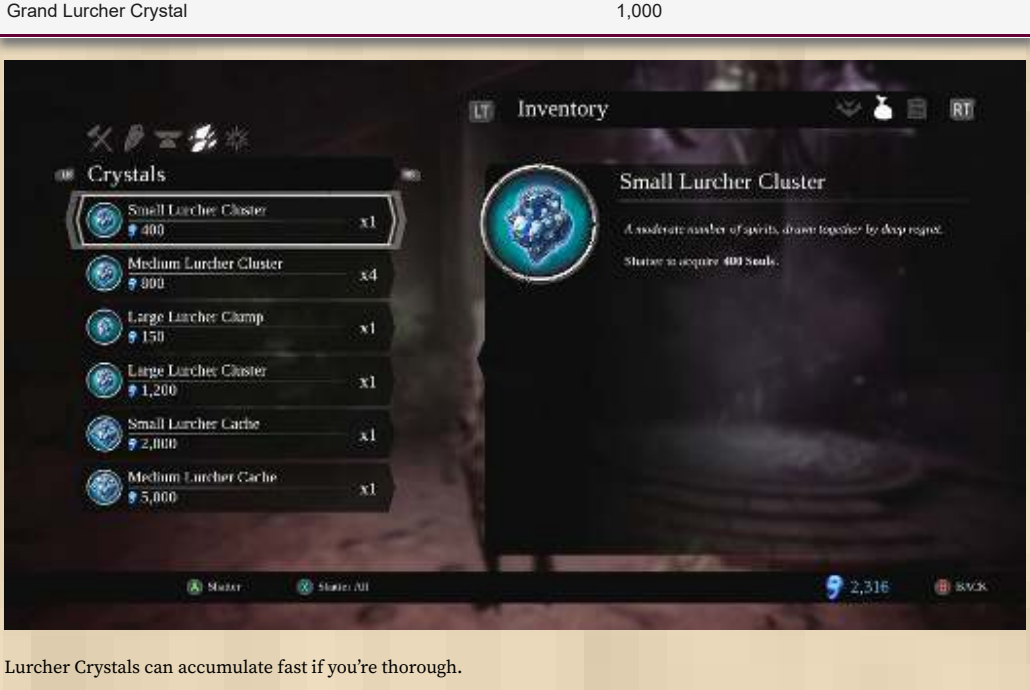


Fury automatically absorbs the Soul Lurchers freed from a fallen foe.

Lurcher Crystals must be shattered before the Souls can be spent. Since Fury drops any Souls she's carrying upon death, it's wise to not shatter the Lurcher Crystals until you've reached a Serpent Hole and intend to spend them. Lurcher Crystals become ever more valuable as the game advances. The largest ones are obtained by defeating the Deadly Sins and by exploring the hard-to-find areas that require Hollows to reach.

Lurcher Crystals by Size

SIZE	SOULS CONTAINED
Small Lurcher Clump	25
Medium Lurcher Clump	75
Large Lurcher Clump	150
Small Lurcher Cluster	400
Medium Lurcher Cluster	800
Large Lurcher Cluster	1,200
Small Luster Cache	2,000
Medium Lurcher Cache	5,000
Large Lurcher Cache	10,000
Grand Lurcher Crystal	1,000


LT
Inventory
RT
Crystals
Small Lurcher Cluster 400 x1
Medium Lurcher Cluster 800 x4
Large Lurcher Clump 150 x1
Large Lurcher Cluster 1,200 x1
Small Lurcher Cache 2,000 x1
Medium Lurcher Cache 5,000 x1
Small Lurcher Cluster
A moderate number of spirits, drawn together by deep regret.
Shatter to acquire 400 Souls.
A Shatter
Shatter All
2,316
B BACK

Lurcher Crystals can accumulate fast if you're thorough.

Luminous Visages

NO.	REGION	NEAREST SERPENT HOLE	COMMENT
1	Hollows	Lord of the Hollows Chamber	In the lava, below the platform.
2	Hollows	Catacombs	Find at base of colossal statue.
3	Nether	Atrium of Greed	Defeat Avarice.
4	Nether	Cistern	Swim to an underwater room.
5	Nether	Tangled Grotto	Defeat Sloth.
6	Haven	North End	Search a balcony above the intersection.
7	Bonelands	Drowned District	Use a Bomb Bug to access hidden cave.
8	Bonelands	Mangled Freeway	Crawl through the vent in flooded hallway.
9	Bonelands	Cargo Hold	Defeat Lust.
10	Depths	Forgotten Lake	In the underwater temple nearest the Serpent Hole.
11	Depths	Sewage Egress	Defeat Gluttony.
12	Scar	Lowlands	Inside Abraxis's throne room.
13	Scar	Refinery	Below the platform overlooking the field, on the right.
14	Depths	Sunken Tracks	Inside the room atop the south end of the main corridor.

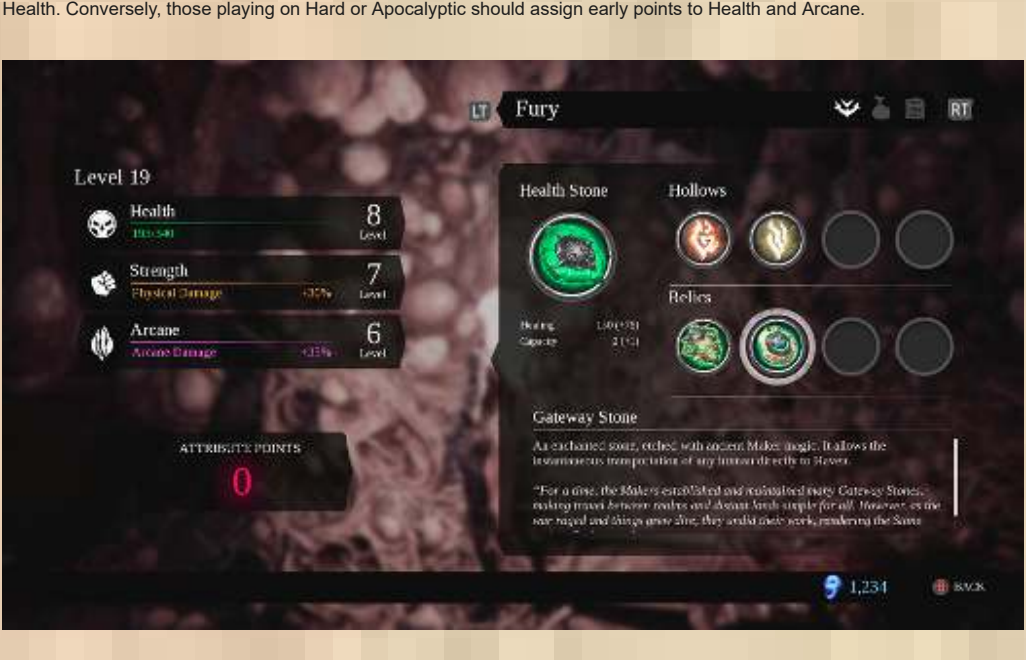
➤ BUY YOUR LEVELS FIRST

Consider holding onto any Luminous Visages until after you've purchased several more levels from Vulgrim. Since the price of an Attribute Point goes up with each level gained, regardless of how you level up, using Luminous Visages causes every level purchased thereafter to cost more than it would have. Unless you feel you are outmatched in combat, consider saving your Luminous Visages for use later in the game.

ASSIGNING ATTRIBUTE POINTS

Fury earns one Attribute Point per level gained. These points can be permanently assigned to three traits that, together, serve to make her a more capable combatant. These are Health, Strength, and Arcane.

How you assign these Attribute Points should be a function of how comfortable you are with the game and what difficulty you are playing on. In general, the easier the difficulty setting, the more you should initially prioritize Strength and Arcane over Health. Conversely, those playing on Hard or Apocalyptic should assign early points to Health and Arcane.



Once Attribute Points are assigned to a trait, you can't undo your choice.

When just getting started with the game, consider spending your initial Attribute Points on Health and Strength, as you're likely to be less skilled at dodging and won't have the Hollows yet. As your skill at dodging grows—and you find yourself taking less damage—shift your focus to Arcane and Strength. By the time you've slain a few Deadly Sins and have earned the Flame and Storm Hollows, aim to balance your attribute levels across all three traits. The impact each Attribute Point has ultimately tapers off as Fury reaches level 40 and above.

Health

Upgrading the Health attribute increases the size of the Health Meter. The increase starts at +20 per level early on, but the gains eventually diminish as you gain levels, dropping to +16 and lower. Fortunately, the Fortifier enhancement can be upgraded to gain an eventual +50% Health bonus, making even lesser Health increases still worthwhile. Rescuing 15 Humans earns an additional +30% upgrade to Health.

LEVEL	MAX HEALTH
1	200
2	220
3	240
4	260
5	280
6	300
7	320
8	340
9	360
10	380
11	395
12	410
13	425
14	440
15	455
16	470
17	485
18	500
19	515
20	530
21	540
22	550
23	560
24	570
25	580
26	590
27	600
28	610
29	620
30	630
31	635
32	640
33	645
34	650
35	655
36	660
37	665
38	670
39	675
40	680
41	685
42	690
43	695
44	700
45	705
46	710
47	715
48	720
49	725
50	730
51	734
52	738
53	742
54	746
55	750
56	754
57	758
58	762
59	766
60	770
61	773
62	776
63	779
64	782
65	785
66	788
67	791
68	794
69	797
70	800
71	802
72	804
73	806
74	808
75	810
76	812
77	814
78	816
79	818
80	820
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85	825
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88	828
89	829
90	830
91	831
92	832
93	833
94	834
95	835
96	836
97	837
98	838
99	839
100	840

➤ KILL OR BE KILLED

Fury is going to get hit. That's a fact. Being able to absorb extra damage is a worthwhile goal, but so is being able to defeat enemies faster. The more damage your attacks inflict, the faster enemies are defeated and the less threat they pose. In other words, the best defense may be a strong offense.

Strength

Pumping Attribute Points into the Strength trait grants Bonus Physical Damage to standard attacks, regardless of weapon used (Wrath, Arcane, Havoc, and Charge attacks don't apply). The bulk of the attacking you'll do will be standard, physical attacks, which would benefit from a higher Strength rating. The Fortifier enhancement's Demonic track also yields increased weapon damage (max +15%). As with the Health upgrades, these bonuses also diminish as Fury reaches higher levels. Initial increases yield a +5% bonus, but this drops to a +4% increase after level 10.

ATTRIBUTE POINTS	+% DAMAGE
1	0
2	5
3	10
4	15
5	20
6	25
7	30
8	35
9	40
10	45
11	49
12	53
13	57
14	61
15	65
16	69
17	73
18	77
19	81
20	85
21	88
22	91
23	94
24	97
25	100
26	103
27	106
28	109
29	112
30	115
31	117
32	119
33	121
34	123
35	125
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87	192
88	193
89	194
90	195
91	196
92	197
93	198
94	199
95	200
96	201
97	202
98	203
99	204
100	205

➤ UPGRADE WEAPONS TOO

Upgrading your Strength rating isn't the only way to get stronger. Ulthane can upgrade your weapons and enhancements, boosting the damage they inflict significantly. As your weapons get stronger you can afford to put more Attribute Points into Arcane and Health.

Arcane

Points awarded to Arcane increase the amount of Arcane damage Fury deals. This type of damage is dealt during Evade Counters, Charge Attacks, Wrath Attacks, and while in Havoc Form. Though it may not seem as though Arcane attacks occur too regularly early on, save for Evade Counters, the frequency with which you'll perform Wrath and Havoc Form attacks goes up significantly later in the game. The Fortifier enhancement increases the amount of Arcane damage dealt even further. As with the other upgrades, the incremental increases decrease as Fury gains levels. Initial bumps of +7 percent decrease to +6 percent after level 10.

ATTRIBUTE POINTS	+% DAMAGE
1	0
2	7
3	14
4	21
5	28
6	35
7	42
8	49
9	56
10	63
11	69
12	75
13	81
14	87
15	93
16	99
17	105
18	111
19	117
20	123
21	128
22	133
23	138
24	143
25	148
26	153
27	158
28	163
29	168
30	173
31	177
32	181
33	185
34	189
35	193
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37	201
38	205
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91	324
92	326
93	328
94	330
95	332
96	334
97	336
98	338
99	340
100	342

HIGHER DIFFICULTY, GREATER ARCANE NEEDS

Whether you're playing on a harder difficulty setting or are in the later stages of the game, your ability to perform Arcane Counters and unleash potent Charge Attacks and Wrath Attacks becomes paramount. Having a high Arcane setting ensures that you stay ahead of the difficulty curve and maintain the ability to quickly eliminate enemies with a few powerful Arcane Counters.

DARKSIDERS III

Wrath and Havoc Meters

There are two additional meters at the top of the screen: Wrath and Havoc. While Fury's raw physical strength is certainly impressive, even she would admit it pales in comparison to the devastation unleashed by her Wrath Attacks and Havoc Form.

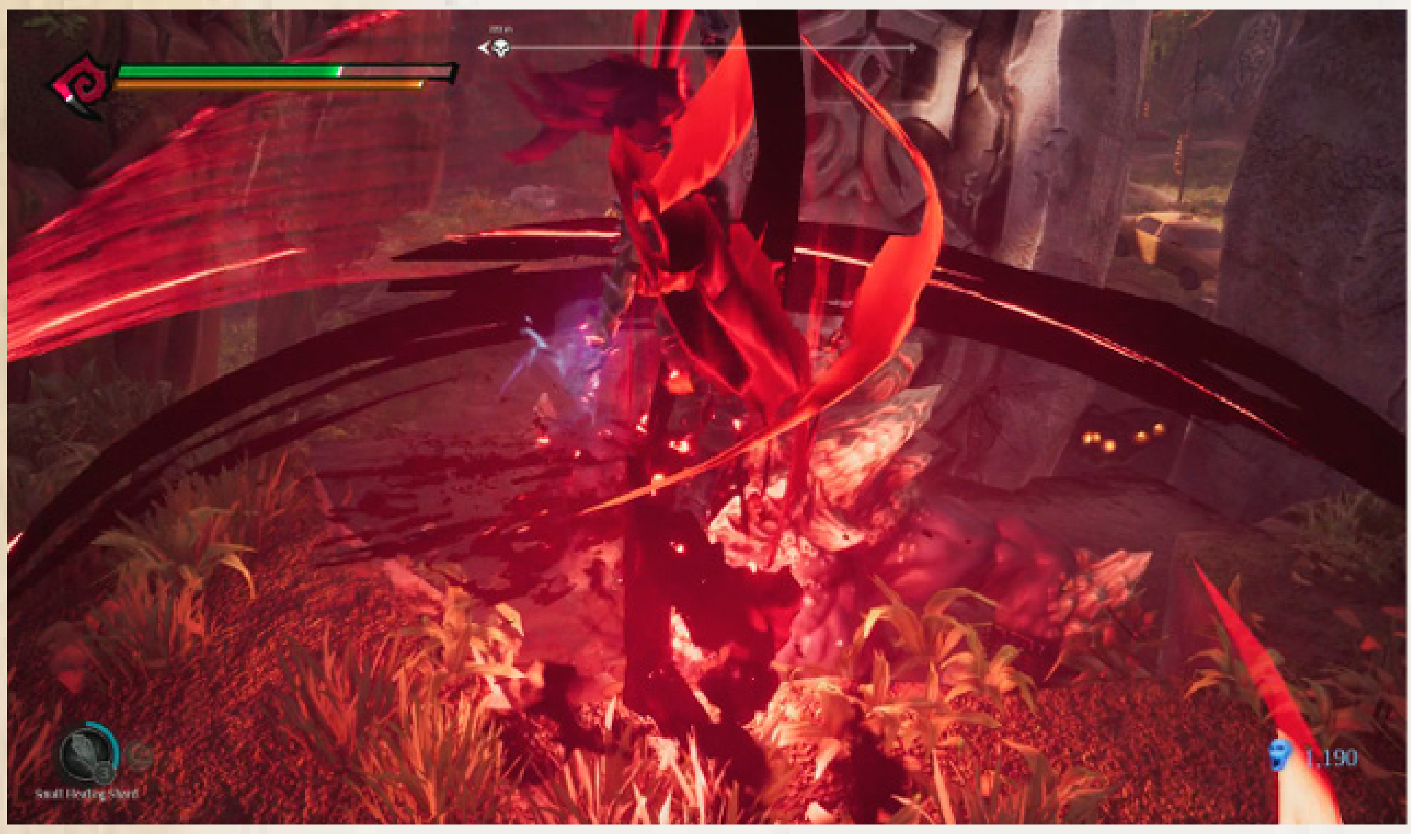
WRATH

The yellow meter beneath the Health Meter is known as the Wrath Meter. When it's filled, Fury can unleash a potent Wrath Attack that either immediately empties the Wrath Meter or gradually drains it as the Wrath Attack continues. This depends on which Hollow, if any, is active (see the *Weapons and Enhancements* chapter).

ATTACK	XBOX ONE	PS4
Wrath Attack	LB + RB	L1 + R1

In short, Wrath Attacks are potent one-off attacks that hit for colossal damage. While they're active, Fury is not invincible, nor is she guaranteed to kill the enemies she hits, but she will be far more effective in combat thanks to these potent attacks.

Unlike Havoc Form, Wrath Attacks are entirely dependent on the active Hollow. Fury's default Wrath Attack (no Hollow active) deals pure Arcane energy in the form of a massive vortex that surrounds her as she leaps high into the air and then slams the ground beneath her. This Scarlet Strike is useful against large, slow-moving enemies as well as against numerous lesser foes, or when surrounded. Hollow-specific Wrath Attacks are discussed in the *Weapons and Enhancements* chapter.

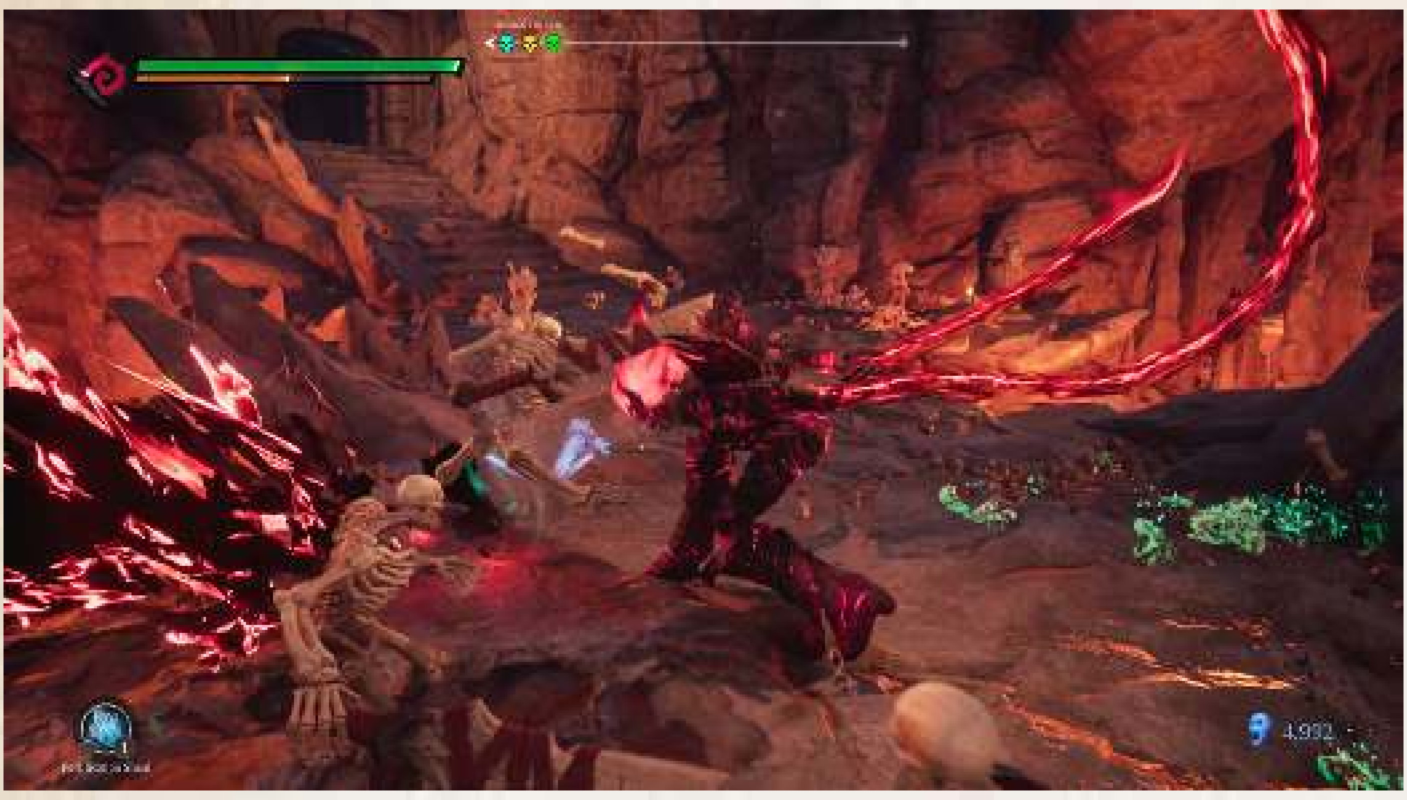


HAVOC FORM

The spiral-shaped meter atop the screen is the Havoc Meter. It fills slowly over time as Fury inflicts damage upon enemies. Killing enemies generates additional Havoc. When filled, the meter transforms from a spiral into a demon, alerting you that Fury can now activate her alternate form. Havoc Form renders Fury immune to damage and grants her overwhelming power as she dual-wields twin Barbs of Scorn. Few enemies can withstand more than a single attack of her Havoc Form.

ATTACK	XBOX ONE	PS4
Havoc Form	LB + RT	L1 + R2

Havoc Form lasts 15 seconds (it can be extended with the Chaos enhancement), so use it sparingly and deactivate it as soon the threat is eliminated—there's no need to drain the entire meter if there's no one left to kill! It's best to think of Havoc Form as an emergency escape hatch; save it for instances when you're heavily outnumbered, can't heal without being interrupted, or are going up against an enemy too big to handle.



Havoc Form is perfect for rescuing Fury from a dangerous situation.

Fury moves very slowly in Havoc Form, so trigger it while close to your target enemies. Once it's activated, rapidly tap the Attack button to have Fury swing her twin whips both horizontally and vertically. Watch the meter and either deactivate Havoc Form once the threat has been eliminated or back away from any major threats before it expires.

DARKSIDERS III

Unleash Fury

Controlling Fury

Darksiders III is an action-adventure game with equal emphasis on both combat and exploration. The only way to survive the hunt for the Seven Deadly Sins is by leaving no enemy alive and no stone unturned. And the only way to do that is by mastering the intricate layout of the regions harboring the Sins. Unlike in prior games in the series, there are no cordoned off dungeons or hub world to explore. Instead, the world is a labyrinth of intertwined passages and chasms, skyscrapers and crypts. Fury will transition seamlessly from the depths of a subway station to the cliffs above a crumbling city to the lava-filled caves of the catacombs. It is easy to get lost. And more to the point, it's easy to overlook areas that lie out of sight if you don't master the full range of Fury's abilities.

Since the game is available on multiple platforms, this guide refers to specific controller commands by the name of the action rather than the name of a button. The *Basic Commands* table lists the button names we use throughout the book along with the controller buttons to which they correspond. Please refer to the controller diagram within the game for a complete listing of individual commands for your version.

Basic Commands

ACTION	XBOX ONE	PS4
Movement	LS	L3
Camera	RS	R3
Aim Mode	Click RS	Click R3
Jump	A	✕
Action	B	○
Attack	X	□
Arcane/Hollow Attack	Y	△
Focus	LT	L2
Throw	RT	R2
Dodge	RB	R1
Wrath Attack	LB + RB	L1 + R1
Havoc Form	LB + RT	L1 + R1
Select Item	D-pad Left, Right	D-pad Left, Right
Consume Item	D-pad Up	D-pad Up
Quick Select Nephilim's Respite	D-pad Down	D-pad Down
Pause/Inventory	Start	Options

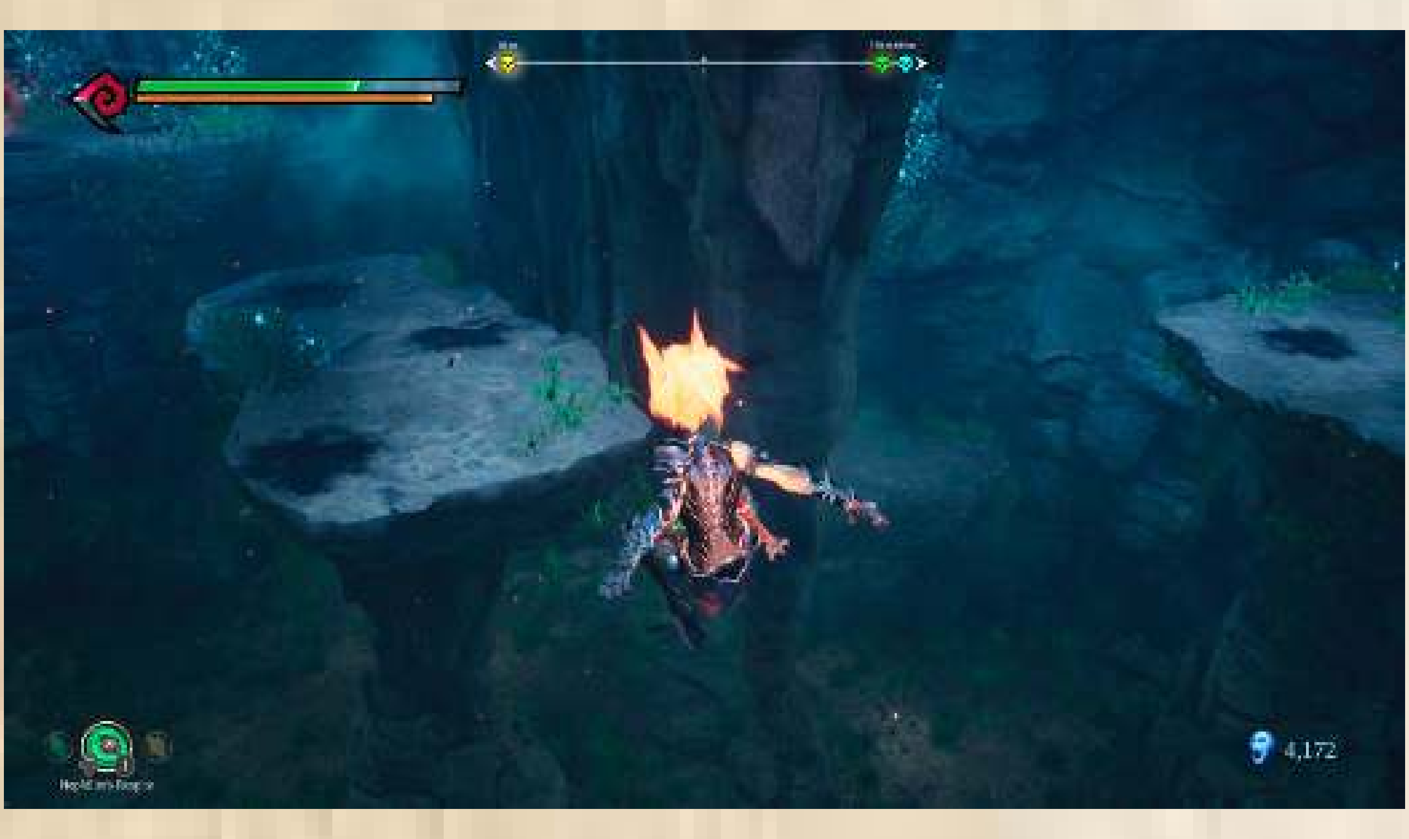
PC CONTROLS?

Those playing the PC version are advised to connect whichever controller is preferred and consult the accompanying table for the appropriate button inputs. Both Xbox One and PS4 controllers can be used on the PC, as well as many others.

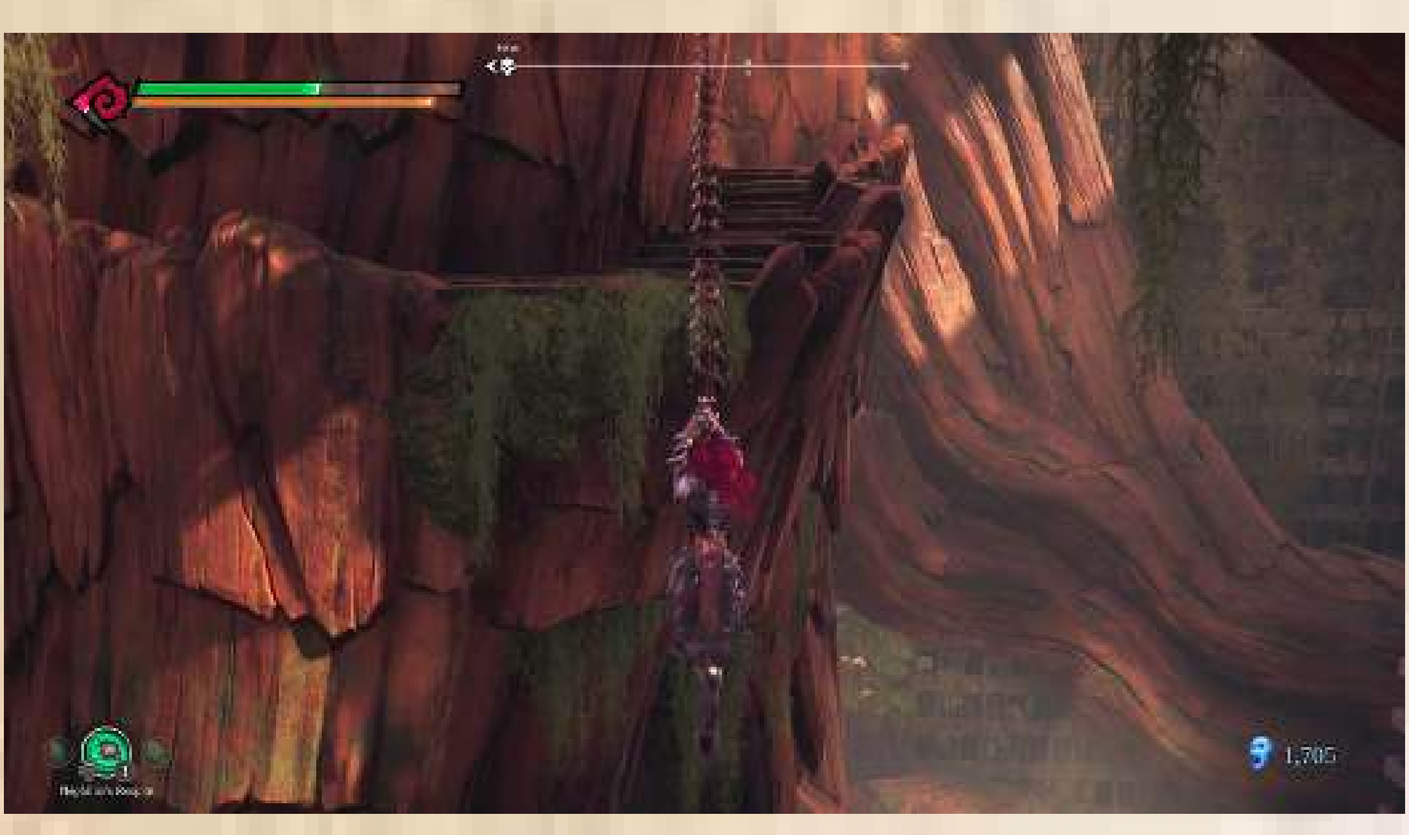
OTHER MOVES

In addition to the standard actions of running and jumping, Fury can perform several other maneuvers that aid her in exploring the landscape. Basic movements are covered here, while Hollow-specific abilities are discussed later in this chapter.

Double-Jump: Press the Jump button a second time after leaping into the air to perform a double-jump. You must first leap to double-jump—you cannot jump while falling unless you initially leapt.



Whip Swing: Fury can use her whip to swing from tree branches and pipes. Seek bars with chains or ropes around them (that's your cue), leap or double-jump toward one, and then press the Attack button to whip swing. Hold the Attack button during the swing. Fury will automatically release the swing at the far end. It's possible to double-jump out of a whip swing for extra height and distance.

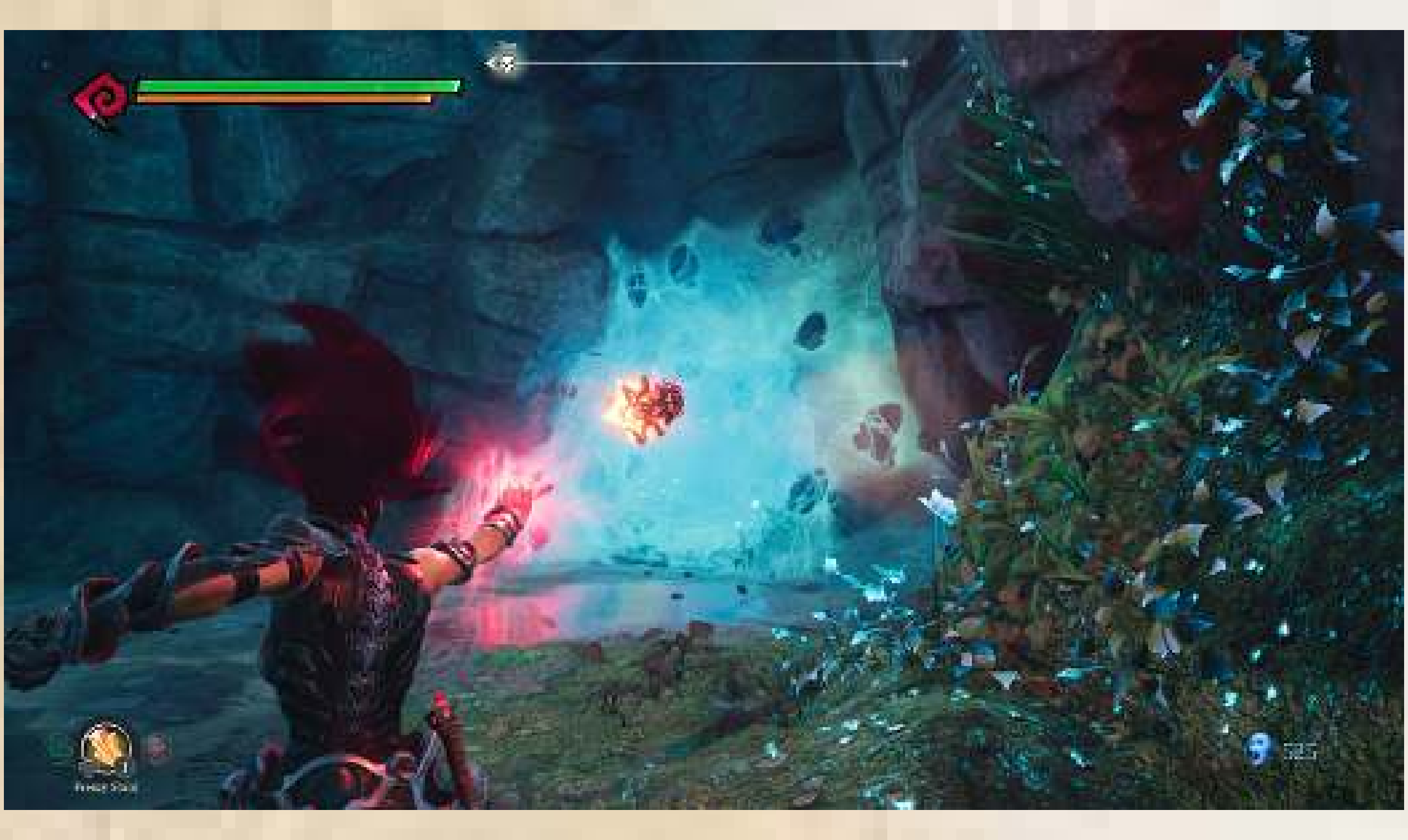


HOLLOW ABILITIES

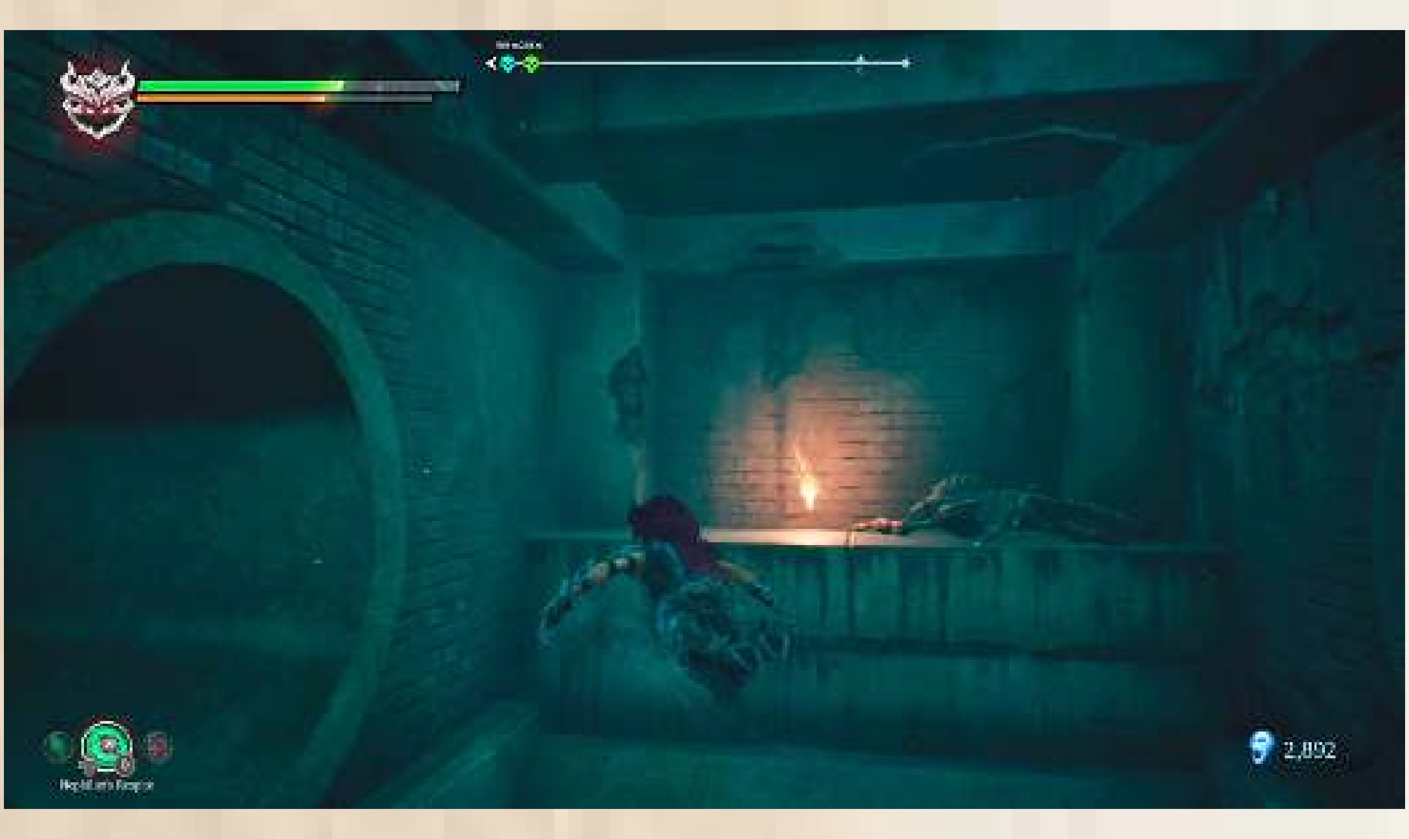
Fury obtains four elemental powers known as Hollows as she progresses through the campaign. Each Hollow not only awards her a unique weapon form to go with her newfound elemental energy and Wrath Attack, but also grants her special movements. Mastering these abilities—and being able to identify the areas requiring them—is key in finding the rarest collectibles and saving all the Humans.

Each of the following abilities is performed using the Jump button. Consult the *Weapons and Enhancements* chapter for additional details regarding the four Hollows and their corresponding Wrath Attacks and attack lists.

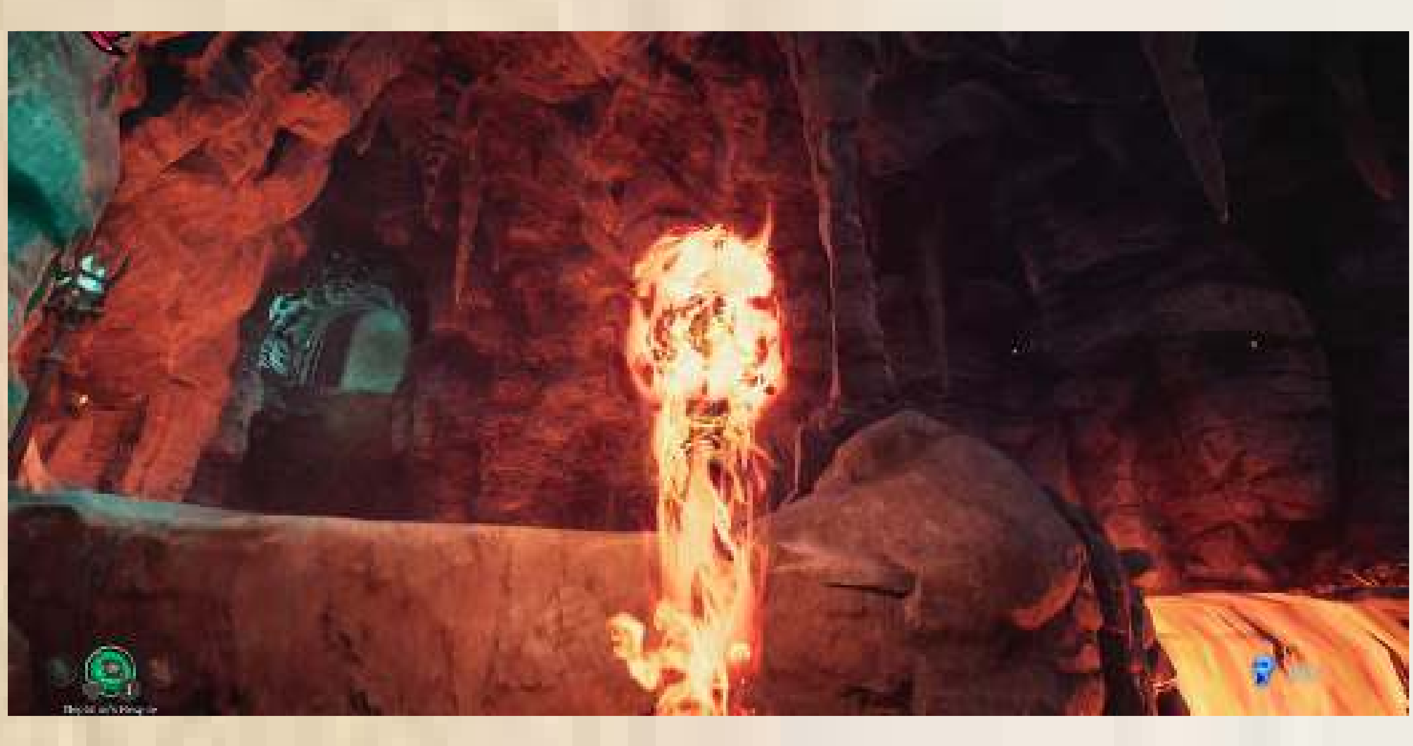
Grab and Throw: Press the Action button near a Bomb Bug to pick it up. Pressing the Action button again drops the bug, but there will be times when Fury needs to throw the Bomb Bug after feeding it. Enter Aim Mode, then press the Throw button to hurl the Bomb Bug or Salvation weapon, once acquired.



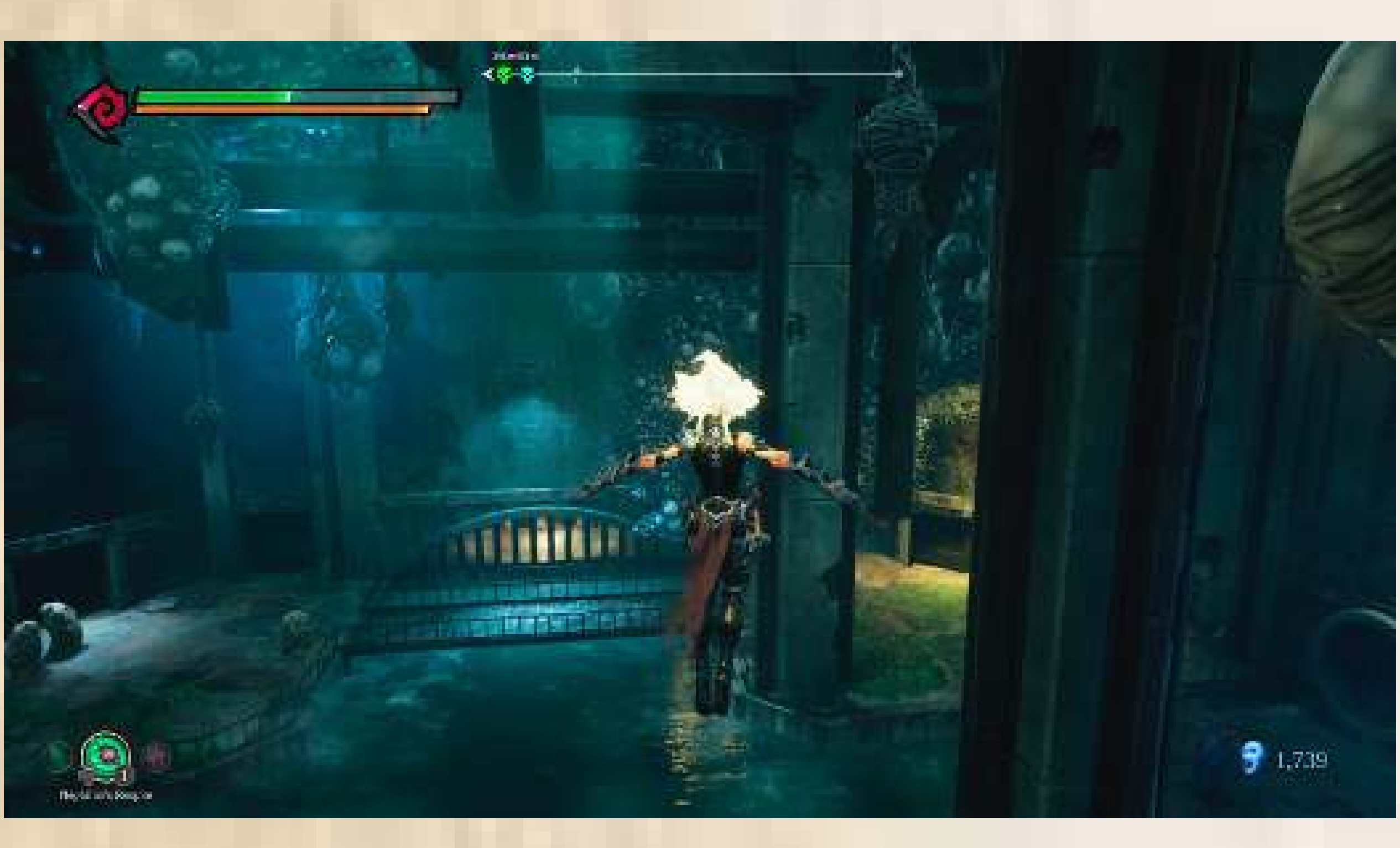
Swimming: When underwater, press the Action button to dive deeper and the Jump button to ascend. Use the Dodge button to swim faster. Fury can hold her breath indefinitely, so there's no need to worry about drowning.



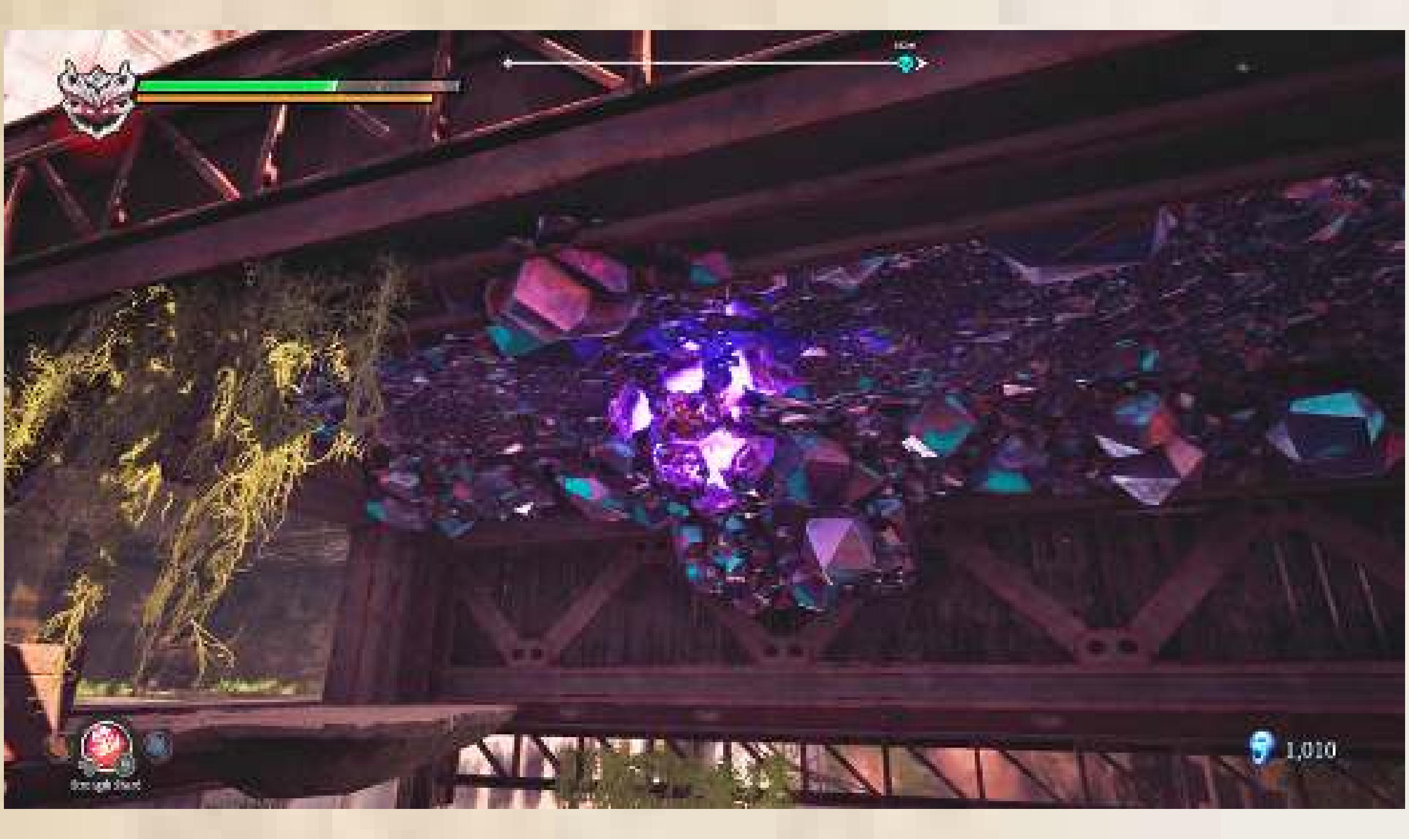
Flame Jump: In addition to being able to walk through fire and lava, the Flame Hollow allows Fury to leap tremendous heights. The Flame Jump can be performed from the ground or in place of a double-jump by holding the Jump button.



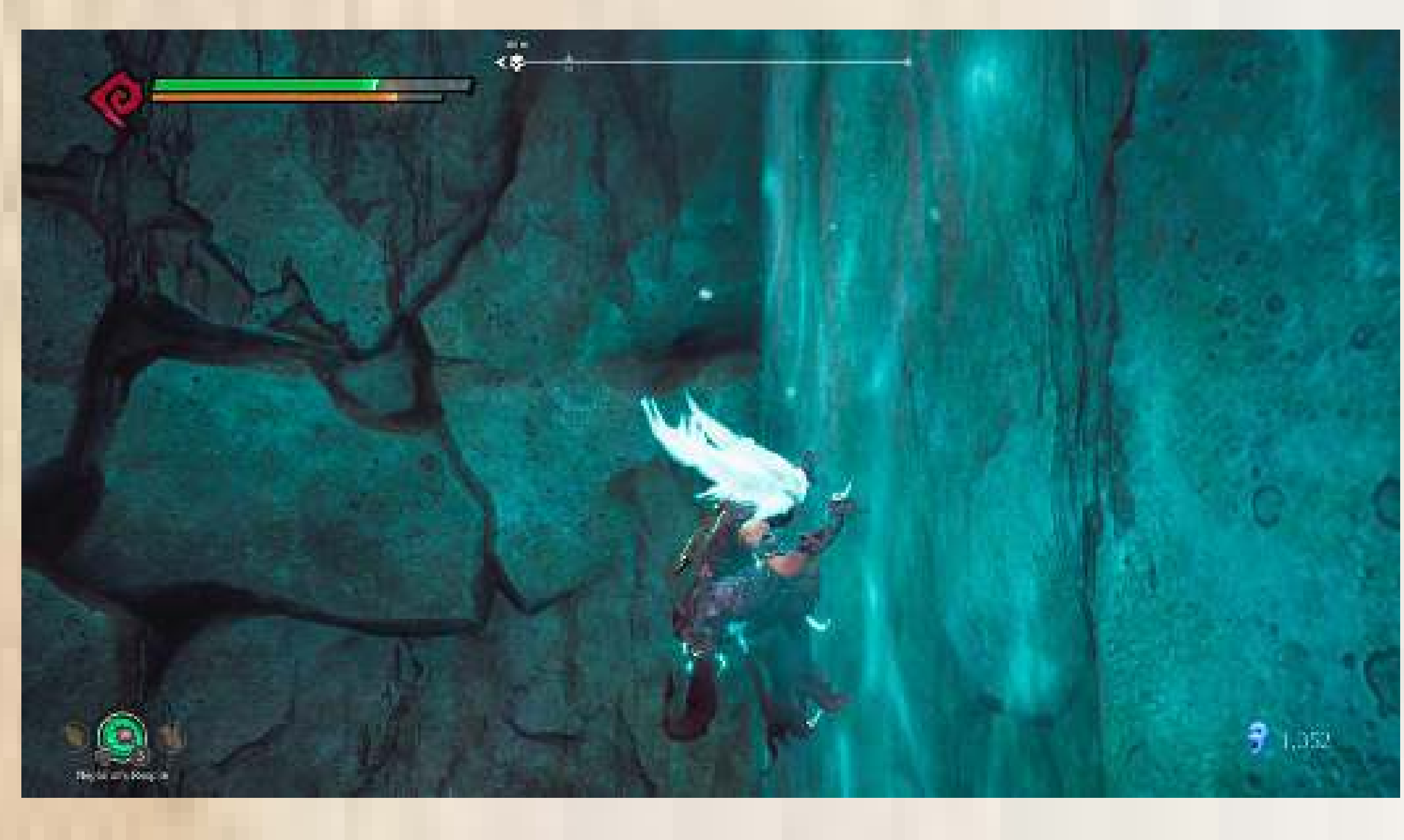
Storm Glide: The Storm Hollow replaces the double-jump with the ability to glide across great distances. This can be performed whenever in the air by holding the Jump button, but it's especially effective when using the storm winds to soar high into the air.



Force Ball: The Force Hollow gives Fury the ability to walk (and attack!) underwater, and she can also ball herself up and cling to magnetized crystal pathways. Leap into the air and hold the Jump button to become a magnetized force ball that can roll along the purple crystals.

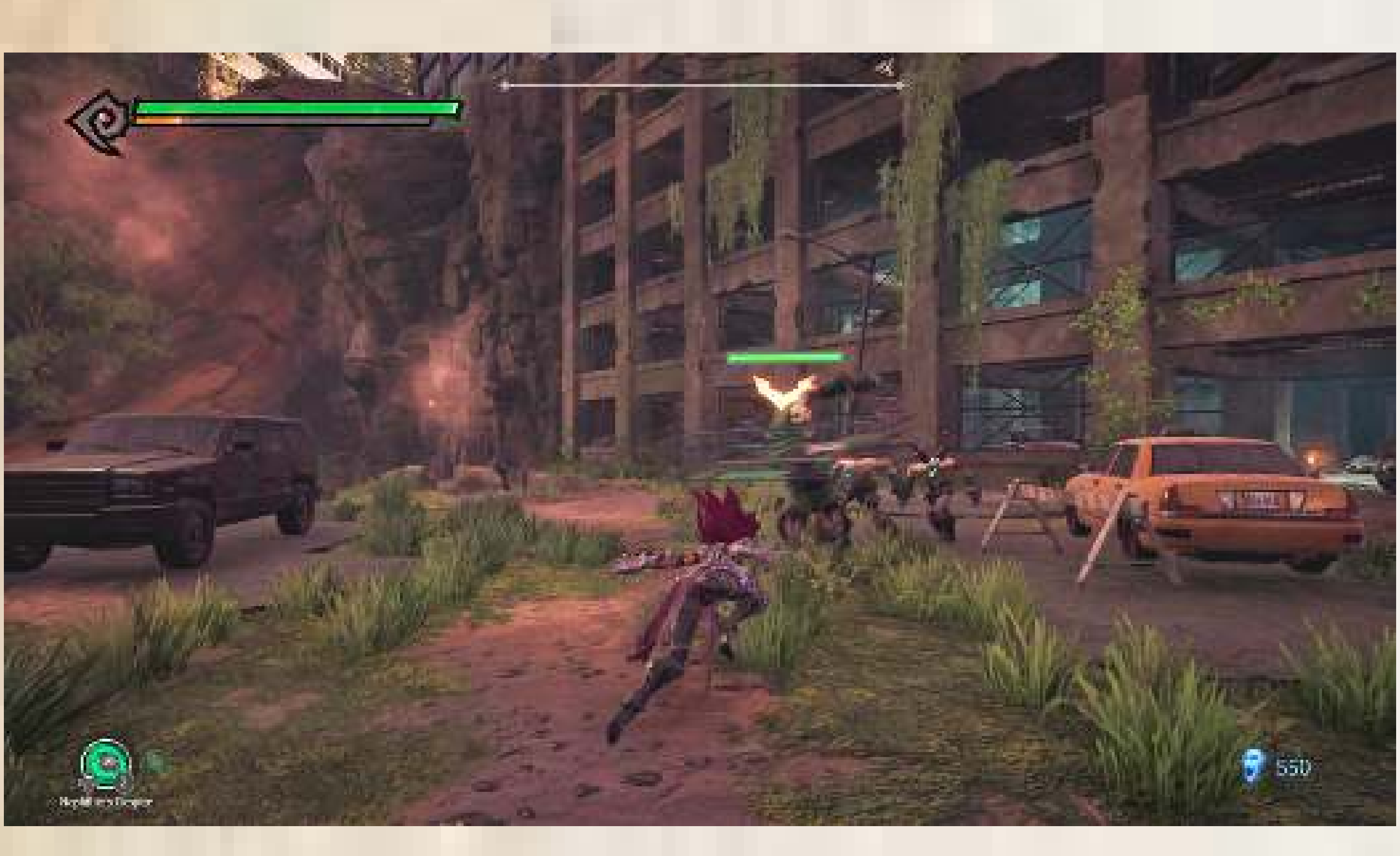


Wall Jump: The Stasis Hollow enables Fury to walk on water (it freezes beneath her feet) and slow the movement of mechanical devices. It also gives her the ability to wall-jump between facing frost-covered walls. Seek the chilled chimney-like spaces and leap back and forth between the two surfaces. Hold the Jump button to cling to the wall and then leap again in the other direction to climb the surface.

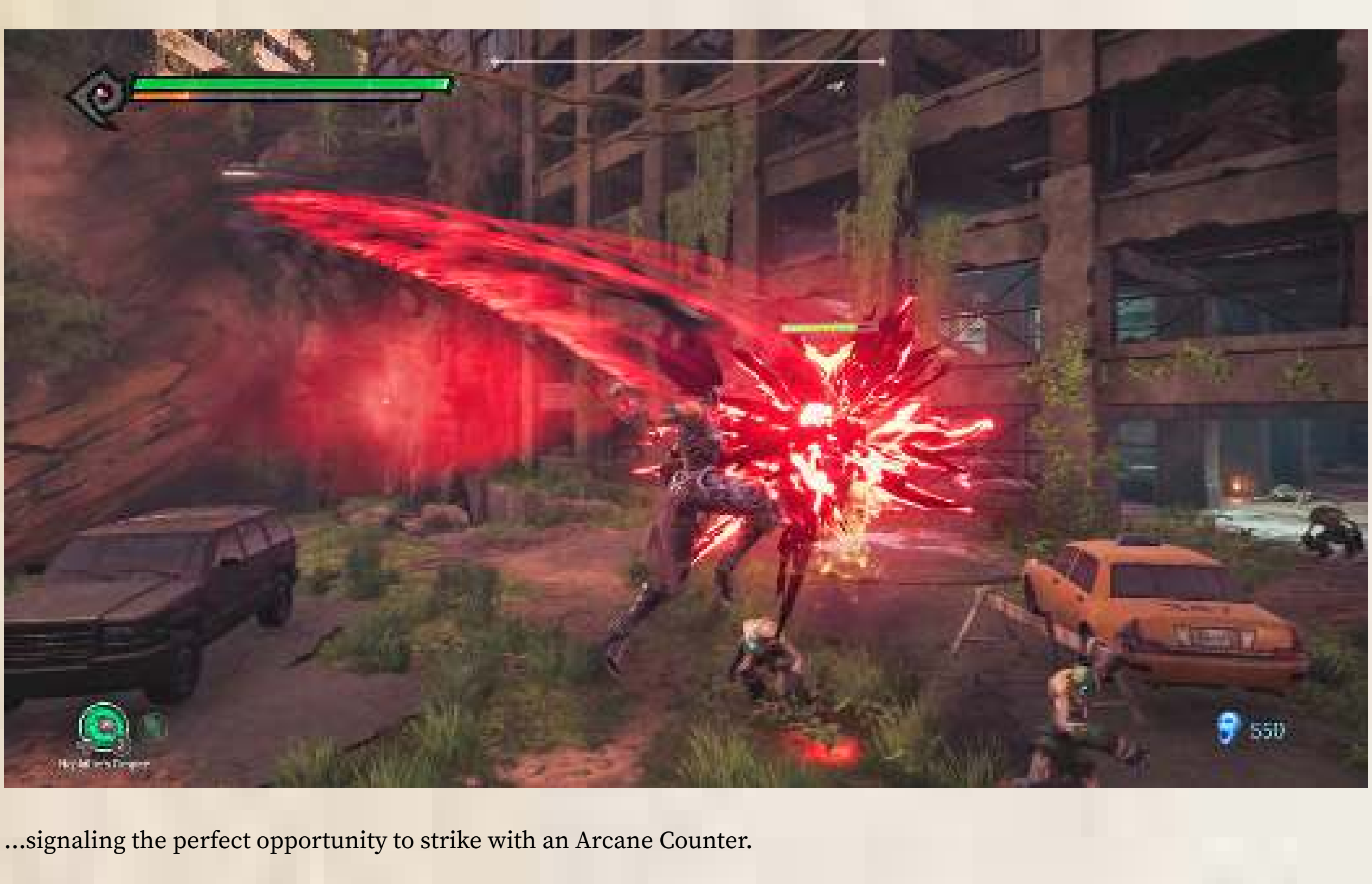


EVADE COUNTER

Fury's many attacks and offensive techniques are discussed in detail in the *Weapons and Enhancements* chapter, but one aspect to her combat that must be noted up front is the Evade Counter, also known as the Arcane Counter.



The action shifts into slow motion during a successful dodge...



...signaling the perfect opportunity to strike with an Arcane Counter.

The importance of dodging and counterattacking cannot be overstated. With no ability to block an attack, mastering the art of the Evade Counter is critical to Fury's survival. When performed correctly, this attack unleashes a powerful, unblockable attack that inflicts heavy damage. Few enemies can withstand an Arcane Counter, especially once Fury's Arcane power has been upgraded.

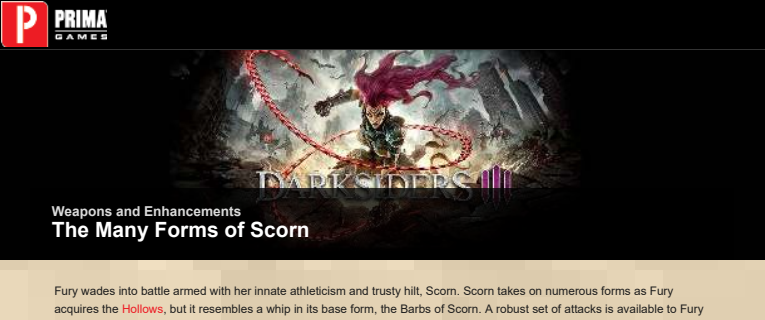
To perform an Arcane Counter, you must dodge the enemy's attack as it's in motion, about to connect with Fury, and then press the Arcane Attack button. Time slows, and Arcane particles flutter in Fury's wake—this is your cue that you've timed it right! The precise attack delivered depends on the dodge direction and which Hollow, if any, is active.

Most enemies have a tell that hints to their pending attack, whether via a battle cry or grunt or with a colored flash of their weapon. Naturally, some attacks are easier to dodge than others, so study the enemy movements, learn their patterns, and experiment. The Obscuris enhancement can be socketed to increase the dodge window, making it somewhat easier to perform an Evade Counter. For additional tips, consult the *Forces of Chaos* chapter for tips on countering each enemy's attacks.

DARKSIDERS III

About Advanced Abilities

Scorn, the hilt Fury carries with her at all times, was forged long ago by The Mad Smith and has served her well. But the time has come to expand her arsenal. Enhancements and Hollows grant her and Scorn new abilities and forms, helping her to adapt to an ever-changing battlefield. Read along to learn how to put these advanced combat abilities to work.

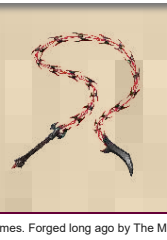


Weapons and Enhancements

The Many Forms of Scorn

Fury wades into battle armed with her innate athleticism and trusty hilt, Scorn. Scorn takes on numerous forms as Fury acquires the Hollows, but it resembles a whip in its base form, the Barbs of Scorn. A robust set of attacks is available to Fury from the onset of her quest. Many of these attacks are specific to the Barbs of Scorn, though some can be performed regardless of the weapon used. To slay the Seven Deadly Sins, Fury must make use of Scorn's versatility. This chapter shows you how.

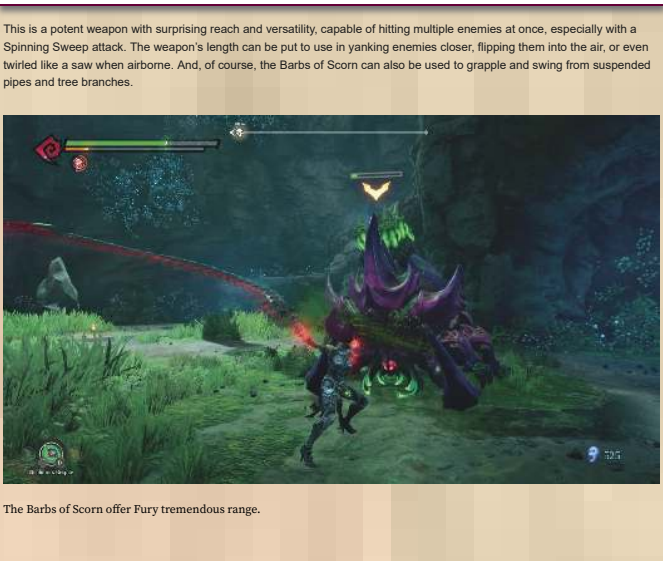
BARBS OF SCORN



Scorn, the hilt that Fury carries with her at all times. Forged long ago by The Mad Smith, Scorn adapts to Fury's will with each of her forms.

Base Damage: 65
Speed: Moderate
Special: Whip Swing

This is a potent weapon with surprising reach and versatility, capable of hitting multiple enemies at once, especially with a Spinning Sweep attack. The weapon's length can be put to use in yanking enemies closer, flipping them into the air, or even twirled like a saw when airborne. And, of course, the Barbs of Scorn can also be used to grapple and swing from suspended pipes and tree branches.



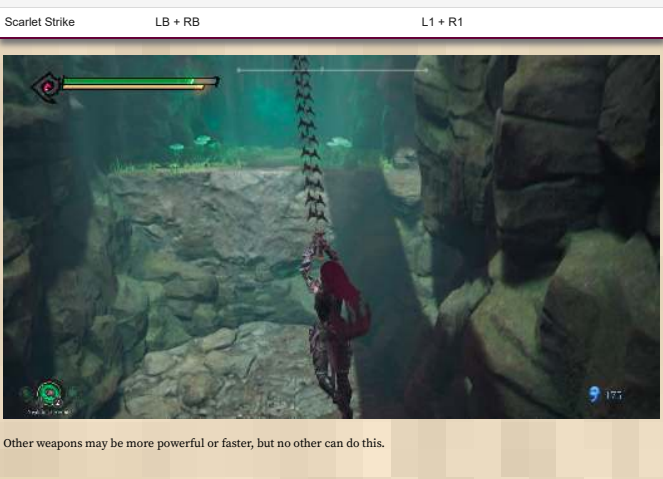
The Barbs of Scorn offer Fury tremendous range.

The weapon isn't without its drawbacks, however. The weapon's length makes it ill-suited for fighting out of a corner when surrounded. In fact, the Barbs of Scorn can be quite difficult to use against enemies at very close range. Swinging the weapon also takes time. Its four-hit and five-hit combo attacks are far slower than those of other weapons and should only be used against the most sluggish foes.

Nevertheless, despite the weapon's limitations, it's likely to be your deadliest, most all-purpose option. It's also the only weapon form that is always available. No matter which Hollow is active, the Attack button is always paired to the standard Barbs of Scorn attack set.

Barbs of Scorn: Move Set

ATTACK	XBOX ONE	PS4
Slash	X	I
Cross Slash	X, X	I, I
Flurry	X, X, X	I, I, I
Judge, Jury	X, X, X, X	I, I, I, I
Executioner	X, X, X, X, X	I, I, I, I, I
Rude Awakening	(Neutral LS + RB) delay, X	(Neutral L3 + R1) delay, I
Chain Cycle	Press and hold X	Press and hold I
Killer Queen	Press and hold X, X	Press and hold I, I
Ripcord	X, delay, X	I, delay,I
Ripcord Plus	X, delay, press and hold X	I, delay, press and holdI
Air Initiation	X, delay, X, X	I, delay,I, I
Unholy Exorcism	X, delay, X, X, X	I, delay,I, I, I
Flip Saw	(LS Up + RB) + X	(L3 Up + R1) + I
Aerial Slash	(In air) X	(In air) I
Aerial Cross Slash	(In air) X, X	(In air) I, I
Aerial Flurry	(In air) X, X, X	(In air) I, I, I
Gravel Grinder	(In air) RB	(In air) R1
Razor Onslaught	(In air) RB + X	(In air) R1 + I
Feint	X after perfectly timed dodge	I after perfectly timed dodge
Sin and Punishment	X after perfectly timed forward dodge	I after perfectly timed forward dodge
Scarlet Strike	LB + RB	L1 + R1



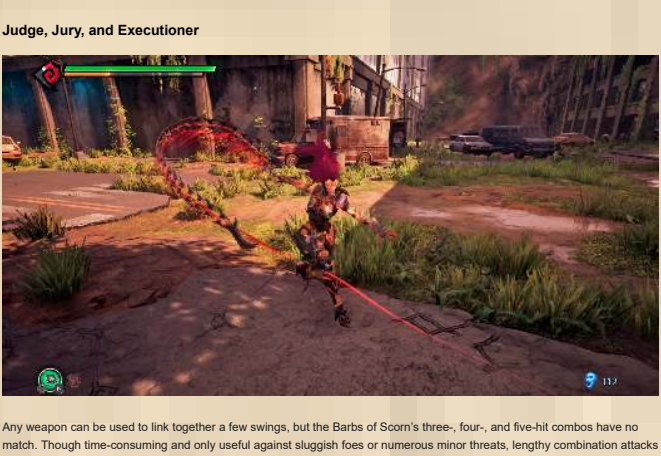
Other weapons may be more powerful or faster, but no other can do this.

Barbs of Scorn: Upgrade Requirements

LEVEL	PHYSICAL DAMAGE	INGREDIENTS
0	65	—
+1	71	2x Sliver of Adamantine
+2	78	4x Sliver of Adamantine
+3	84	6x Sliver of Adamantine
+4	91	2x Fragment of Adamantine
+5	97	4x Fragment of Adamantine
+6	104	6x Fragment of Adamantine
+7	110	2x Piece of Adamantine
+8	117	4x Piece of Adamantine
+9	123	6x Piece of Adamantine
+10	130	1x Chunk of Adamantine

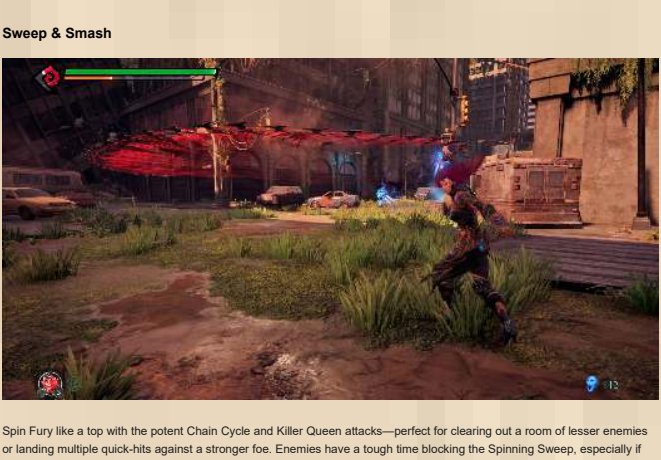
Key Attacks

Judge, Jury, and Executioner



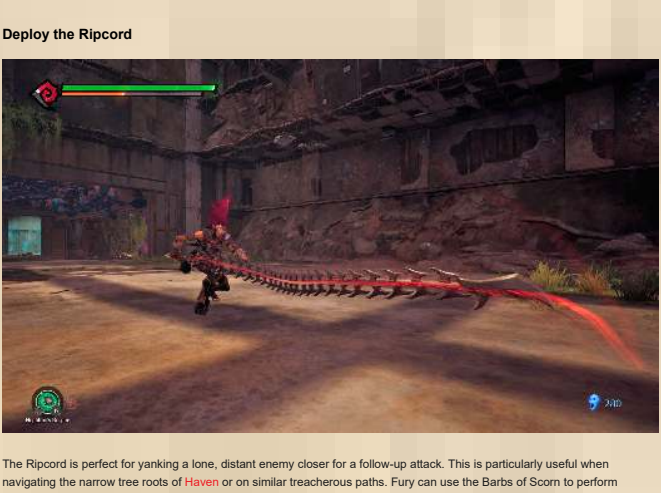
Any weapon can be used to link together a few swings, but the Barbs of Scorn's three-, four-, and five-hit combos have no match. Though time-consuming and only useful against sluggish foes or numerous minor threats, lengthy combination attacks inflict compounding damage. The weapon's length ensures that any nearby enemy is also struck, potentially freeing Health and Wrath Lurchers while you focus on the main adversary. Every additional swing of the whip adds to the risk of your combo being interrupted, and Fury cannot dodge mid-swing, so take care to not get greedy. Lengthy combos are best saved for enemies who have proven themselves slow to react or are otherwise temporarily incapacitated.

Sweep & Smash



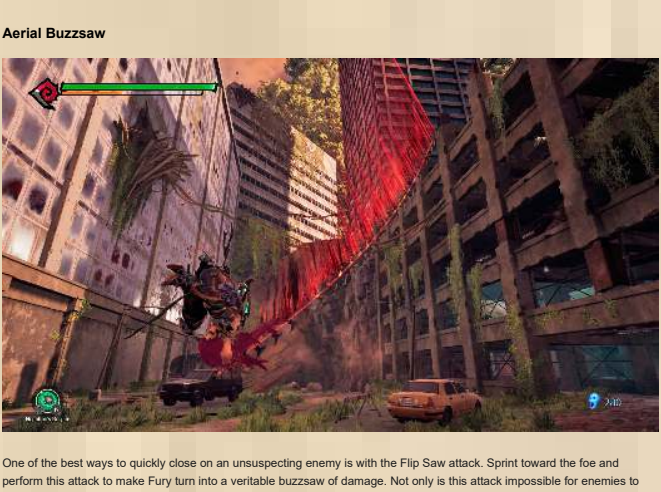
Spin Fury like a top with the potent Chain Cycle and Killer Queen attacks—perfect for clearing out a room of lesser enemies or landing multiple quick-hits against a stronger foe. Enemies have a tough time blocking the Spinning Sweep, especially if stunned or knocked back from a Gravel Grinder. The Killer Queen follows up the spinning attack with a heavy overhand slam that shatters bones and breaks through enemy defenses.

Deploy the Ripcord



The Ripcord is perfect for yanking a lone, distant enemy closer for a follow-up attack. This is particularly useful when navigating the narrow tree roots of Haven or on similar treacherous paths. Fury can use the Barbs of Scorn to perform multiple Ripcord attacks to yank enemies close, then finish them off with the Ripcord Plus to flip enemies into the air. Keep the combo going straight into an Unholy Exorcism for a terrific finishing move. By comboing from Ripcord into an Air Initiation attack, Fury can knock some enemies onto their back.

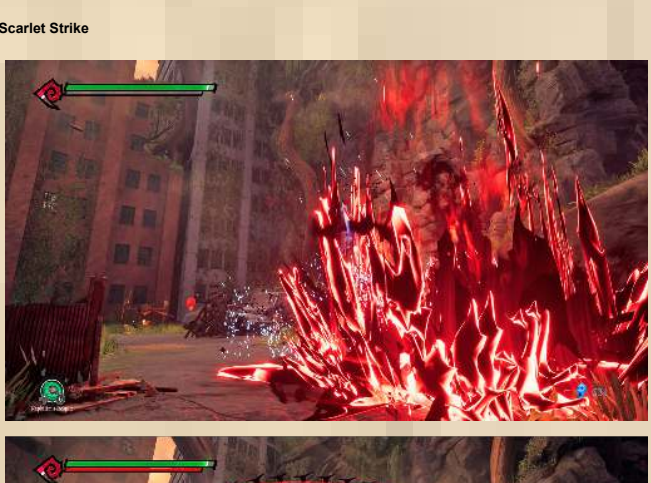
Aerial Buzzsaw

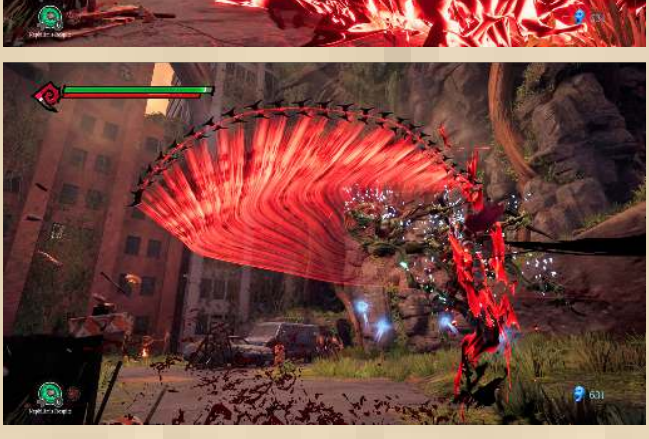


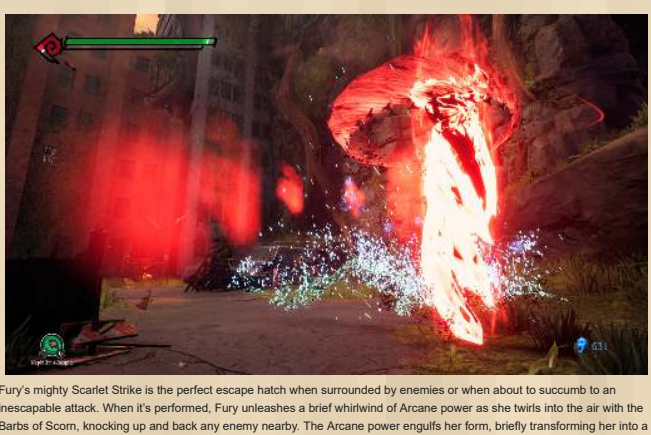
One of the best ways to quickly close on an unsuspecting enemy is with the Flip Saw attack. Sprint toward the foe and perform this attack to make Fury turn into a veritable buzzsaw of damage. Not only is this attack impossible for enemies to interrupt, rendering Fury momentarily invulnerable, but most enemies are unable to block it. The Razor Onslaught is similar in design and can be performed while airborne when a simple Gravel Grinder isn't enough.

Wrath Attack

Scarlet Strike

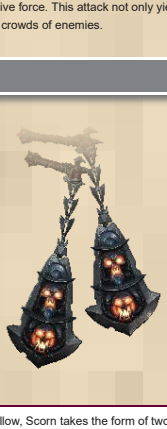






Fury's mighty Scarlet Strike is the perfect escape hatch when surrounded by enemies or when about to succumb to an inescapable attack. When it's performed, Fury unleashes a brief whirlwind of Arcane power as she twirls into the air with the Barbs of Scorn, knocking up and back any enemy nearby. The Arcane power engulfs her form, briefly transforming her into a meteor that then strikes the ground with explosive force. This attack not only yields temporary invincibility, but has a wide area of effect, making it perfect for use against crowds of enemies.

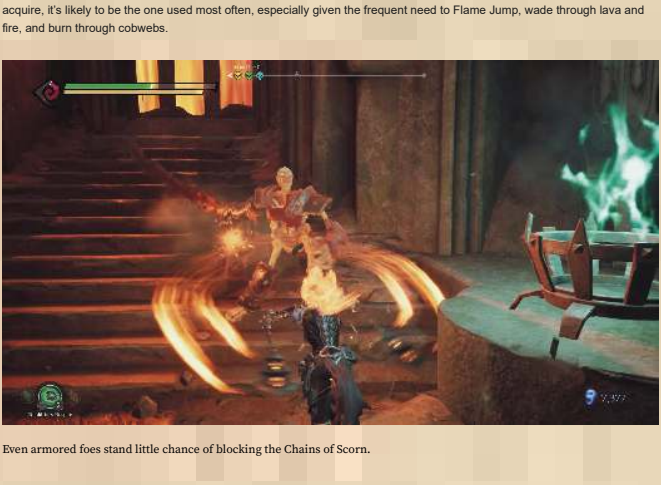
CHAINS OF SCORN



Inspired by the burning power of the Flame Hollow, Scorn takes the form of two blazing flails. Fury uses the flails to dispatch enemies with violent elegance.

Base Damage: 66
Speed: Fast
Special: Some attacks ignite the target.

The lightning-quick Chains of Scorn are perfect for breaking through enemy defenses. Armored foes that easily block the slow-moving Barbs of Scorn are often susceptible to the Chains of Scorn. Though this is only the first Hollow Fury will acquire, it's likely to be the one used most often, especially given the frequent need to Flame Jump, wade through lava and fire, and burn through cobwebs.

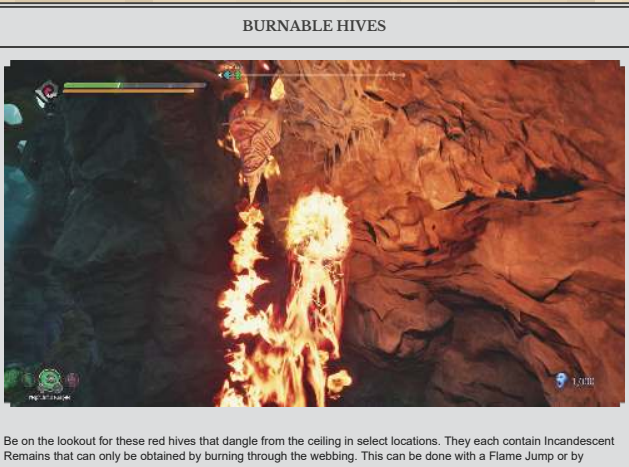


Even armored foes stand little chance of blocking the Chains of Scorn.

The Chains of Scorn aren't likely to become Fury's most powerful weapon, but what they lack in might, they more than make up for in speed. Additionally, their compact design makes them well-suited for breaking through a tight pack of enemies who corner Fury at close range.

This is also an excellent weapon for use in smashing objects—desks, pottery, etc.—as it's not only quick but compact, and doesn't involve a long, swooping swing, thus limiting Fury's exposure to surprise attacks. For that reason, we recommend socketing it with the Leviathan enhancement, as the added Lurchers generated can really add up.

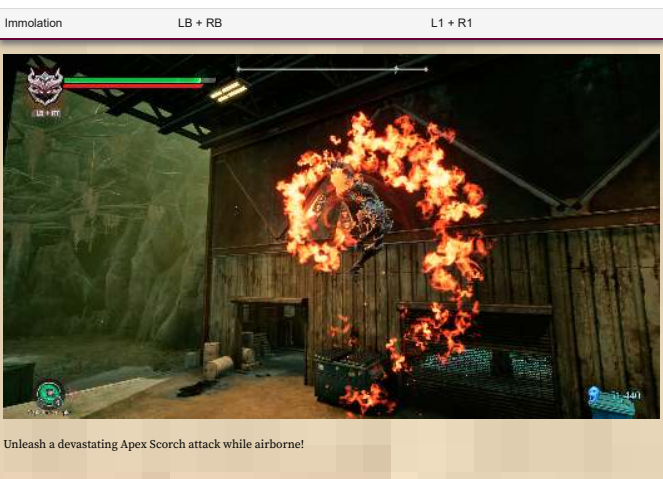
BURNABLE HIVES



Be on the lookout for these red hives that dangle from the ceiling in select locations. They each contain Incandescent Remains that can only be obtained by burning through the webbing. This can be done with a Flame Jump or by throwing Salvation while it is imbued with Flame.

Chains of Scorn: Move Set

ATTACK	XBOX ONE	PS4
Burning Slash	Y	J
Burning Cross Slash	Y, Y	J, J
Ember Flurry	Y, Y, Y	J, J, J
Raging Flame	Y, Y, Y, Y	J, J, J, J
Ignition	(Neutral LS + RB) delay, Y	(Neutral L3 + R1) delay, J
Explosive Burst	(In air) Y	(In air) J
Crossover: Flicker	Y after any basic X	J after any basic I
Crossover Special: Blaze	Y after any Crossover	J after any Crossover
Raging Flame	Y after any Crossover Special	J after any Crossover Special
Chimera's Growl	Hold Y (release to strike)	Hold J (release to strike)
Chimera's Roar	Hold Y timed release	Hold J timed release
Raging Cyclone	(In air) Hold Y (release to strike)	(In air) Hold J (release to strike)
Apex Scorch	(In air) Hold Y timed release	(In air) Hold J timed release
Volcanic Charge	Y after perfectly timed dodge	J after perfectly timed dodge
Phoenix Rising	Y after perfectly timed forward dodge	J after perfectly timed forward dodge
Immolation	LB + RB	L1 + R1



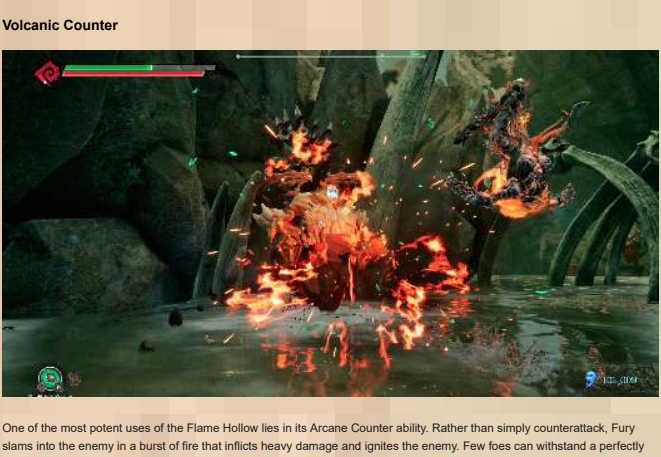
Unleash a devastating Apex Scorch attack while airborne!

Chains of Scorn: Upgrade Requirements

LEVEL	PHYSICAL DAMAGE	INGREDIENTS
0	70	—
+1	77	2x Sliver of Adamantine
+2	84	4x Sliver of Adamantine
+3	91	6x Sliver of Adamantine
+4	98	2x Fragment of Adamantine
+5	105	4x Fragment of Adamantine
+6	112	6x Fragment of Adamantine
+7	119	2x Fragment of Adamantine
+8	126	4x Fragment of Adamantine
+9	133	6x Fragment of Adamantine
+10	140	1x Chunk of Adamantine

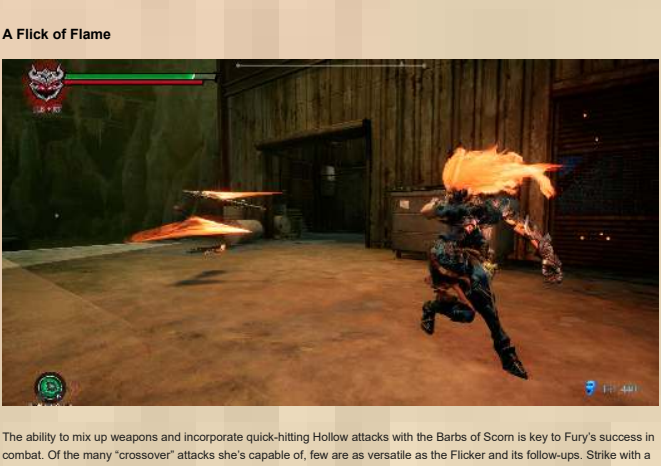
Key Attacks

Volcanic Counter



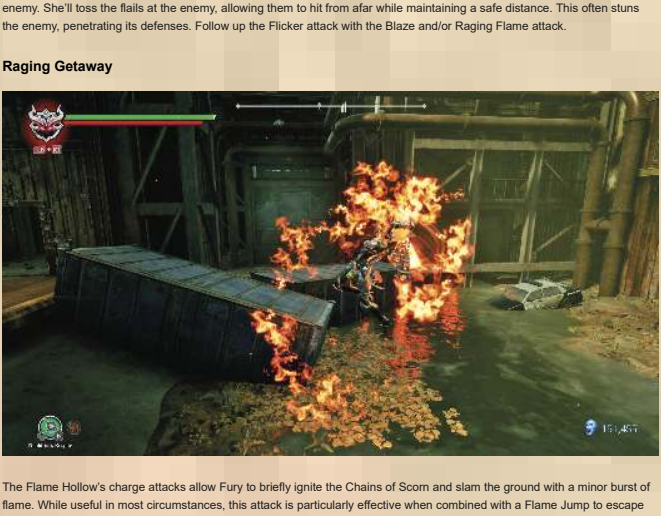
One of the most potent uses of the Flame Hollow lies in its Arcane Counter ability. Rather than simply counterattack, Fury slams into the enemy in a burst of fire that inflicts heavy damage and ignites the enemy. Few foes can withstand a perfectly timed Volcanic Charge or Phoenix Rising counterattack. Best of all, Fury automatically backflips away from the enemy, creating separation while the enemy smolders. This is often a great time to consume a Nephilim's Respite or other item.

A Flick of Flame



The ability to mix up weapons and incorporate quick-hitting Hollow attacks with the Barbs of Scorn is key to Fury's success in combat. Of the many "crossover" attacks she's capable of, few are as versatile as the Flicker and its follow-ups. Strike with a combination attack using the Barbs of Scorn, then tap the Hollow Attack button to have Fury throw the Chains of Scorn at the enemy. She'll toss the flails at the enemy, allowing them to hit from afar while maintaining a safe distance. This often stuns the enemy, penetrating its defenses. Follow up the Flicker attack with the Blaze and/or Raging Flame attack.

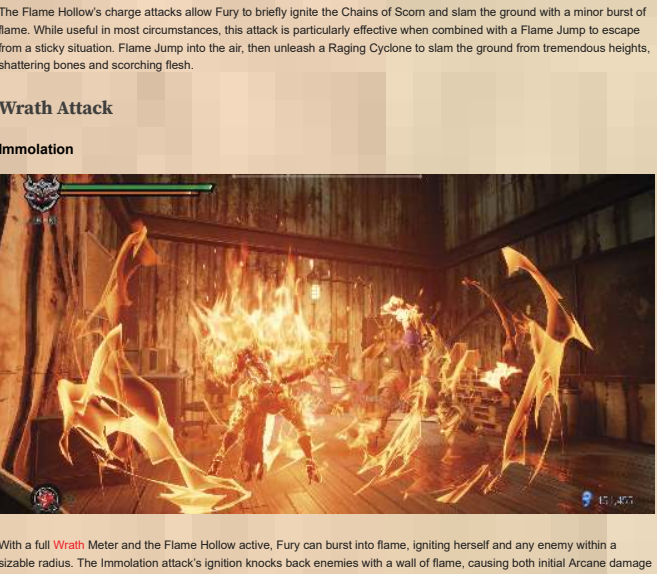
Raging Getaway



The Flame Hollow's charge attacks allow Fury to briefly ignite the Chains of Scorn and slam the ground with a minor burst of flame. While useful in most circumstances, this attack is particularly effective when combined with a Flame Jump to escape from a sticky situation. Flame Jump into the air, then unleash a Raging Cyclone to slam the ground from tremendous heights, shattering bones and scorching flesh.

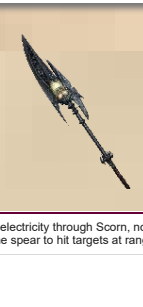
Wrath Attack

Immolation



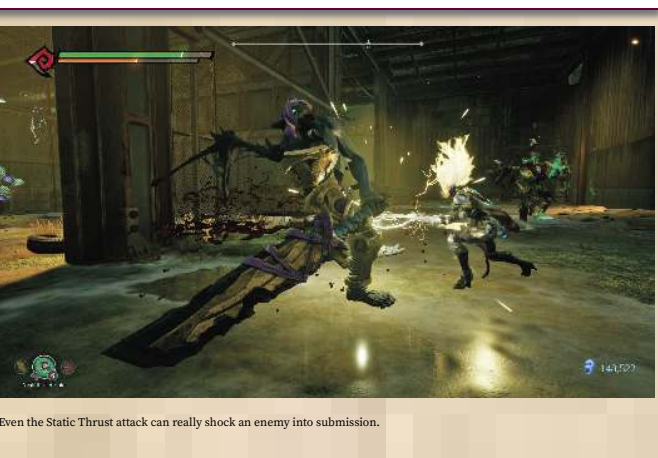
With a full Wrath Meter and the Flame Hollow active, Fury can burst into flame, igniting herself and any enemy within a sizable radius. The Immolation attack's ignition knocks back enemies with a wall of flame, causing both initial Arcane damage and continued burning over time. Furthermore, Fury stays aflame, causing any enemy that strikes her to risk catching fire. This attack is useful against large numbers of enemies as well as a single foe with an unblockable attack. Time it right and the temporary invulnerability offered by Immolation can save Fury from a hefty injury.

LANCE OF SCORN



The Storm Hollow sends surges of calamitous electricity through Scorn, now a spear, as it shocks nearby enemies into submission. Fury can also charge and throw the spear to hit targets at range.

Base Damage: 65
Speed: Fast
Special: Some attacks blast out lightning.



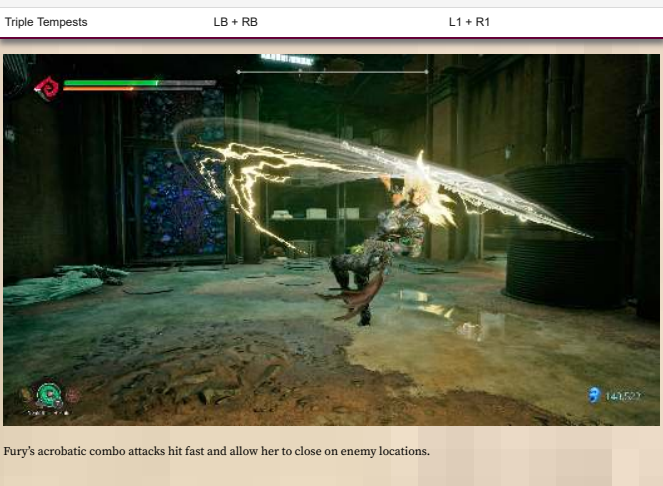
Even the Static Thrust attack can really shock an enemy into submission.

While it's not the most powerful weapon, the speed and versatility of the Lance of Scorn make it useful for general combat and exploration. Indeed, a case can be made for using the Storm Hollow in place of the Flame Hollow as Fury's general-purpose form, though the Lance of Scorn can be a bit less effective when trying to smash through items.

The ability to Storm Glide isn't the Storm Hollow's only airborne gift. Fury can heave an electrified Lance of Scorn into the ground after a simple jump, electrocuting enemies and leaving them vulnerable for follow-up attacks. The move is an ideal replacement for the Gravel Grinder, though it does require more airtime.

Lance of Scorn: Move Set

ATTACK	XBOX ONE	PS4
Static Thrust	Y	J
Static Sweep	Y, Y	J, J
Crackling Swipe	Y, Y, Y	J, J, J
Thunder Vault	(Neutral LS + RB) delay, Y	(Neutral L3 + R1) delay, J
Impaler	(In air) Y	(In air) J
Crossover: Spark	Y after any basic X	J after any basic I
Crossover Special: Supercharged	Y after any Crossover	J after any Crossover
Crackling Swipe	Y after any Crossover Special	J after any Crossover Special
Sizzling Strike	Hold Y (release to strike)	Hold J (release to strike)
Electric Blitz	Hold Y timed release	Hold J timed release
Shock Therapy	(In air) Hold Y (release to strike)	(In air) Hold J (release to strike)
Ragnarok	(In air) Hold Y timed release	(In air) Hold J timed release
Hurricane Spear	Y after perfectly timed dodge	J after perfectly timed dodge
Galeforce	Y after perfectly timed forward dodge	J after perfectly timed forward dodge
Triple Tempests	LB + RB	L1 + R1



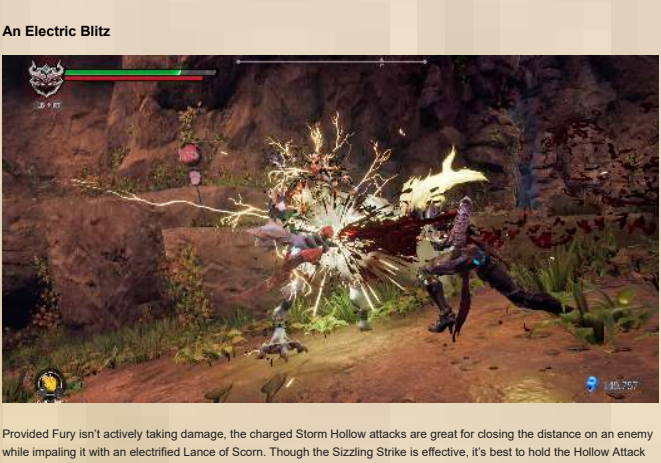
Fury's acrobatic combo attacks hit fast and allow her to close on enemy locations.

Lance of Scorn: Upgrade Requirements

LEVEL	PHYSICAL DAMAGE	INGREDIENTS
0	75	—
+1	82	2x Sliver of Adamantine
+2	90	4x Sliver of Adamantine
+3	97	6x Sliver of Adamantine
+4	105	2x Fragment of Adamantine
+5	112	4x Fragment of Adamantine
+6	120	6x Fragment of Adamantine
+7	127	2x Fragment of Adamantine
+8	135	4x Fragment of Adamantine
+9	142	6x Fragment of Adamantine
+10	150	1x Chunk of Adamantine

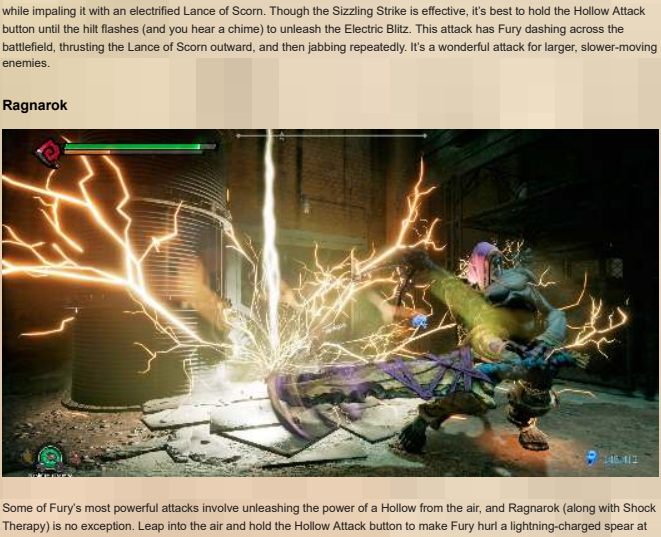
Key Attacks

An Electric Blitz



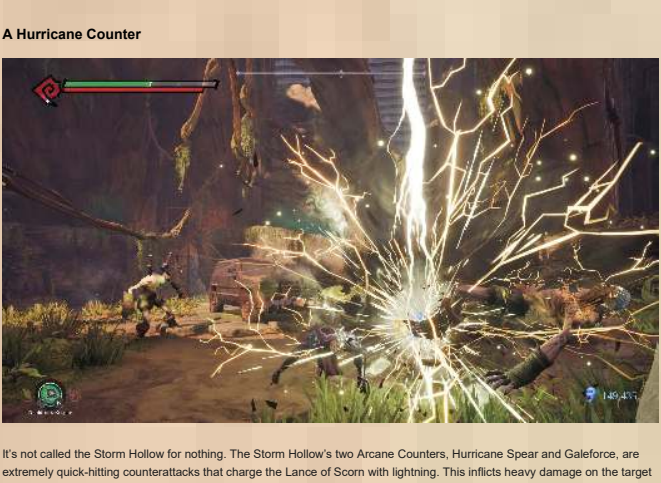
Provided Fury isn't actively taking damage, the charged Storm Hollow attacks are great for closing the distance on an enemy while impaling it with an electrified Lance of Scorn. Though the Sizzling Strike is effective, it's best to hold the Hollow Attack button until the hilt flashes (and you hear a chime) to unleash the Electric Blitz. This attack has Fury dashing across the battlefield, thrusting the Lance of Scorn outward, and then jabbing repeatedly. It's a wonderful attack for larger, slower-moving enemies.

Ragnarok



Some of Fury's most powerful attacks involve unleashing the power of a Hollow from the air, and Ragnarok (along with Shock Therapy) is no exception. Leap into the air and hold the Hollow Attack button to make Fury hurl a lightning-charged spear at the ground. This not only inflicts direct damage on anything caught under it, but the spear then explodes in a fit of electricity, sending lightning bolts at any nearby enemy, no matter whether they're airborne or on the ground.

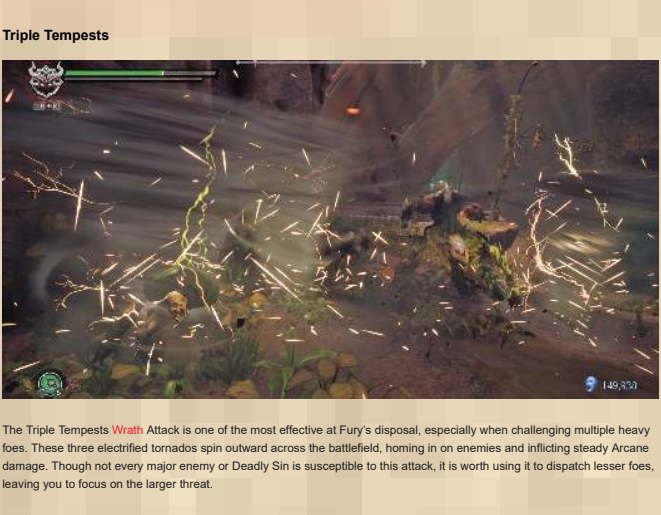
A Hurricane Counter



It's not called the Storm Hollow for nothing. The Storm Hollow's two Arcane Counters, Hurricane Spear and Galeforce, are extremely quick-hitting counterattacks that charge the Lance of Scorn with lightning. This inflicts heavy damage on the target enemy and also has the potential to shock nearby enemies for minor damage. The speed of this attack makes it easy to follow it up with a Static Sweep or lengthier combo.

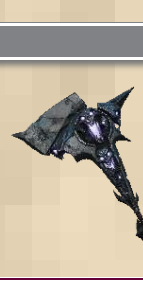
Wrath Attack

Triple Tempests



The Triple Tempests Wrath Attack is one of the most effective at Fury's disposal, especially when challenging multiple heavy foes. These three electrified tornados spin outward across the battlefield, homing in on enemies and inflicting steady Arcane damage. Though not every major enemy or Deadly Sin is susceptible to this attack, it is worth using it to dispatch lesser foes, leaving you to focus on the larger threat.

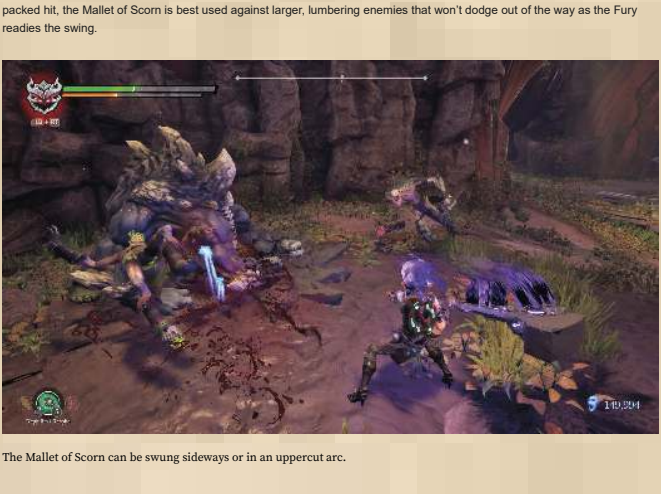
MALLET OF SCORN



The Force Hollow allows the collection and precise focusing of energy into concentrated attacks. With Scorn taking on the appearance of a giant hammer, Fury can shatter her enemy's defenses and inflict severe damage.

Base Damage: 75
Speed: Slow
Special: Some attacks knock back targets.

The Mallet of Scorn packs all of the Force Hollow's power into a massive hammer-like weapon. This mighty mallet takes two hands to wield and demands all of Fury's strength with each swing. Capable of knocking back enemies with each power-packed hit, the Mallet of Scorn is best used against larger, lumbering enemies that won't dodge out of the way as the Fury readies the swing.



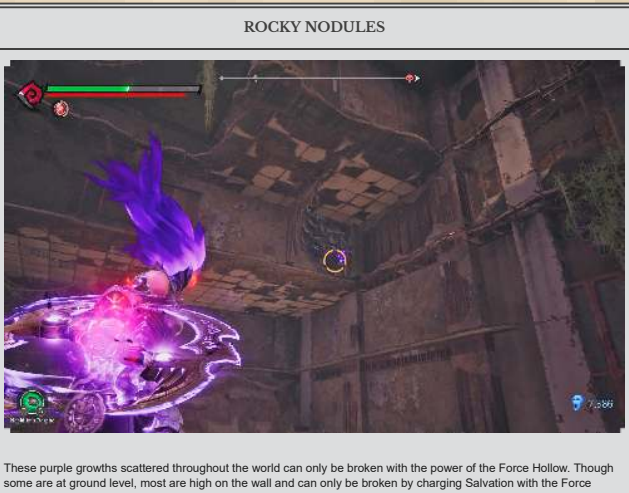
The Mallet of Scorn can be swung sideways or in an uppercut arc.

More of a specialty weapon than an all-purpose tool, the Mallet of Scorn is best suited for creating the breathing room necessary to wield the Barbs of Scorn. Though a single swing of the Mallet of Scorn can obliterate multiple lesser foes, the lengthy windup leaves Fury susceptible to interruptions. Consider swapping to the Flame Hollow or Storm Hollow if surrounded.

As with other weapons, the Mallet of Scorn is especially dangerous when swung while airborne. Leap into the air and unleash a ground-rattling overhand attack that's all but guaranteed to knock enemies off-balance. Immediately follow it up with a combo attack.

The Mallet of Scorn is also necessary for smashing through purple coral rocks that block many of the doorways and tunnels throughout the world. Certain areas in the Depths and Scar can only be accessed by using the Mallet of Scorn to knock large purple-glowing stone blocks out of the way. These obstacles are detailed throughout the walkthrough portion of this book.

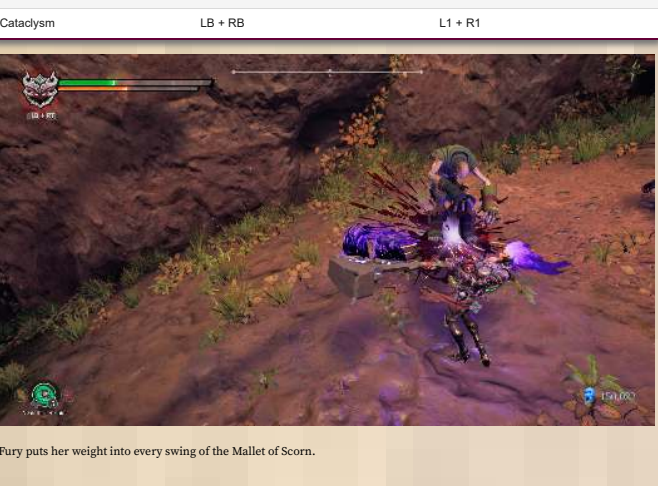
ROCKY NODULES



These purple growths scattered throughout the world can only be broken with the power of the Force Hollow. Though some are at ground level, most are high on the wall and can only be broken by charging Salvation with the Force Hollow.

Mallet of Scorn: Move Set

ATTACK		
Shatter Strike	Y	J
Boneshaker	Y, Y	J, J
Aftershock	Y, Y, Y	J, J, J
Tremor Maker	(Neutral LS + RB) delay, Y	(Neutral L3 + R1) delay, J
Smashdown	(In air) Y	(In air) J
Crossover: Splintered Blow	Y after any basic X	J after any basic I
Crossover Special: Quakewave	Y after any Crossover	J after any Crossover
Aftershock	Y after any Crossover Special	J after any Crossover Special
Moonshot	Hold Y (release to strike)	Hold J (release to strike)
Shot Caller	Hold Y timed release	Hold J timed release
Extinction Event	(In air) Hold Y (release to strike)	(In air) Hold J (release to strike)
Seismic Slam	(In air) Hold Y timed release	(In air) Hold J timed release
Rapture	Y after perfectly timed dodge	J after perfectly timed dodge
Armageddon	Y after perfectly timed forward dodge	J after perfectly timed forward dodge
Cataclysm	LB + RB	L1 + R1



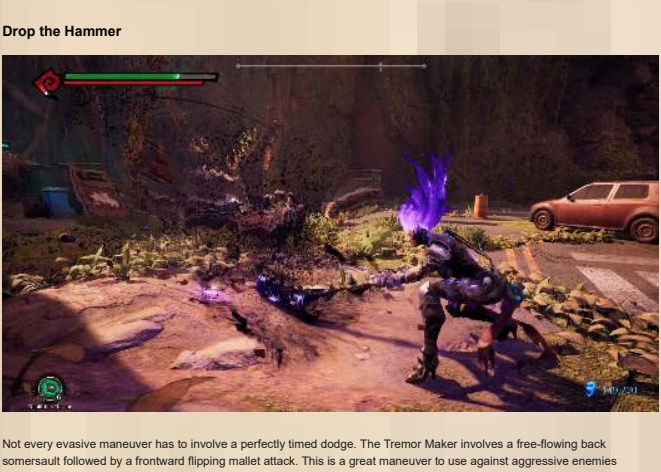
Fury puts her weight into every swing of the Mallet of Scorn.

Mallet of Scorn: Upgrade Requirements

LEVEL	PHYSICAL DAMAGE	INGREDIENTS
0	85	—
+1	93	2x Sliver of Adamantine
+2	102	4x Sliver of Adamantine
+3	110	6x Sliver of Adamantine
+4	119	2x Fragment of Adamantine
+5	127	4x Fragment of Adamantine
+6	136	6x Fragment of Adamantine
+7	144	2x Fragment of Adamantine
+8	153	4x Fragment of Adamantine
+9	161	6x Fragment of Adamantine
+10	170	1x Chunk of Adamantine

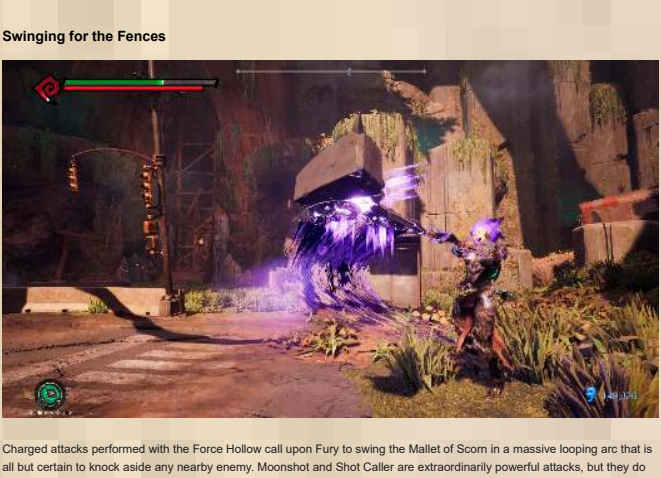
Key Attacks

Drop the Hammer



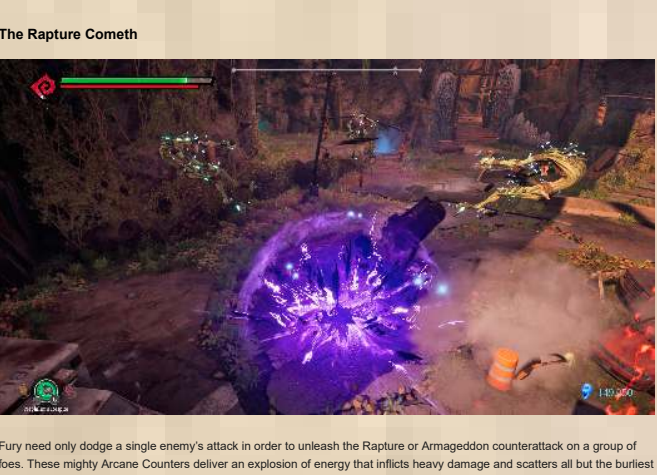
Not every evasive maneuver has to involve a perfectly timed dodge. The Tremor Maker involves a free-flowing back somersault followed by a frontward flipping mallet attack. This is a great maneuver to use against aggressive enemies charging Fury's position. It eliminates the risk of a failed dodge, and the Tremor Maker can strike multiple enemies and even knock back some foes.

Swinging for the Fences



Charged attacks performed with the Force Hollow call upon Fury to swing the Mallet of Scorn in a massive looping arc that is all but certain to knock aside any nearby enemy. Moonshot and Shot Caller are extraordinarily powerful attacks, but they do take some time to perform and leave Fury vulnerable while she's charging the swing. It's best to perform this attack as enemies approach or after having stunned them with another attack.

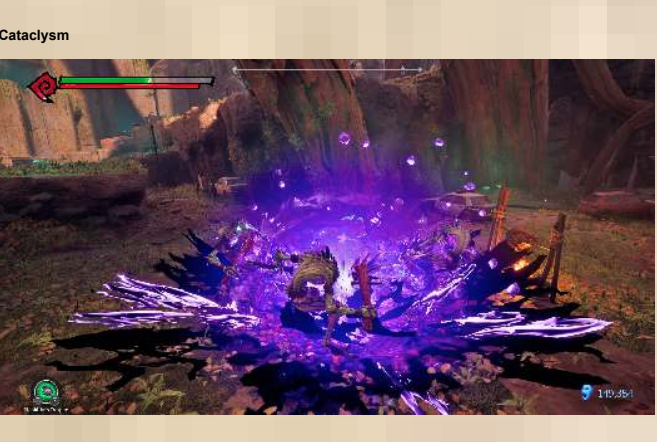
The Rapture Cometh



Fury need only dodge a single enemy's attack in order to unleash the Rapture or Armageddon counterattack on a group of foes. These mighty Arcane Counters deliver an explosion of energy that inflicts heavy damage and scatters all but the burliest of foes. The Rapture counterattack can almost be viewed as a mini-Cataclysm without the need to fill the Wrath Meter.

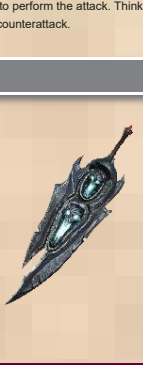
Wrath Attack

Cataclysm



Perfect for those times when you really need to create a little breathing room, the Cataclysm attack involves Fury balling up, absorbing the full power of Force itself, then exploding with earth-rattling power. Cataclysm is a fast-acting attack that grants Fury temporary invincibility as she's curling up to perform the attack. Think of it as a Force Ball explosion that packs a magnitude more destruction than the Rapture counterattack.

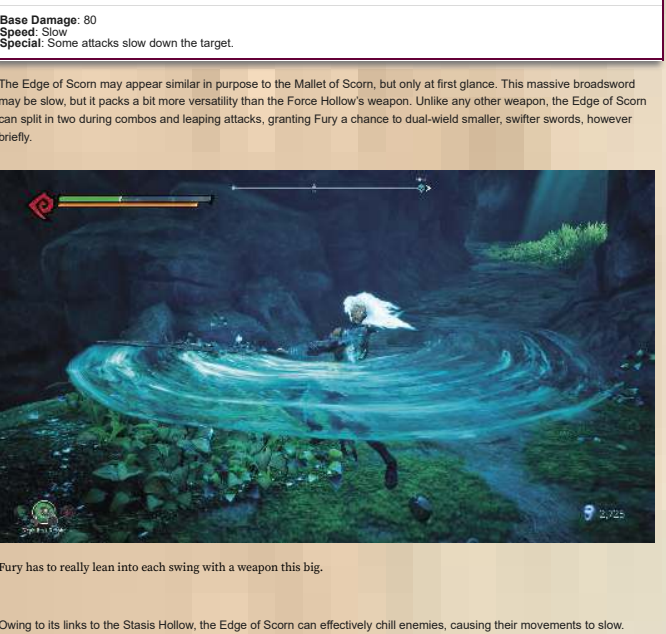
EDGE OF SCORN



Scorn becomes a perfectly balanced Broadsword capable of splitting into two blades at will while the Stasis Hollow is active. The sword cuts through time and space, injuring opponents on all planes of existence, with a range of different attacks.

Base Damage: 80
Speed: Slow
Special: Some attacks slow down the target.

The Edge of Scorn may appear similar in purpose to the Mallet of Scorn, but only at first glance. This massive broadsword may be slow, but it packs a bit more versatility than the Force Hollow's weapon. Unlike any other weapon, the Edge of Scorn can split in two during combos and leaping attacks, granting Fury a chance to dual-wield smaller, swifter swords, however briefly.



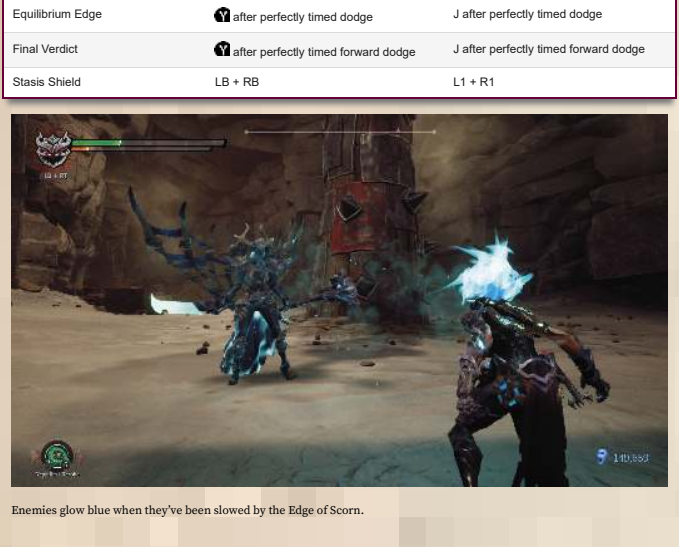
Fury has to really lean into each swing with a weapon this big.

Owing to its links to the Stasis Hollow, the Edge of Scorn can effectively chill enemies, causing their movements to slow. Though not every hit will necessarily slow an enemy, charge attacks have a greater chance, as do combination attacks. Look for an enemy to glow blue, indicating it has been slowed, then swap to a faster-hitting weapon and unleash a barrage of hits.

The Edge of Scorn can inflict very heavy damage, but it is cumbersome to use. Fury needs to really step into each swing, which takes time, making it less suitable for groups of fast-moving enemies. Though capable of cutting through enemies on all sides, the combination attacks are primarily front-facing. This is a weapon best used against boss enemies and larger, armored foes, especially those requiring a lot of strafing. Slow them with the Edge of Scorn, then switch to the Flame or Storm Hollow.

Edge of Scorn: Move Set

ATTACK	XBOX ONE	PS4
Heavy Slash	Y	J
Twin Blades	Y, Y	J, J
Crushing Blade	Y, Y, Y	J, J, J
Master Swordsman	(Neutral LS + RB) delay, Y	(Neutral L3 + R1) delay, J
Skull Splitter	(In air) Y	(In air) J
Crossover: Sweeping Blade	Y after any basic X	J after any basic I
Crossover Special: Frigid Swing	Y after any Crossover	J after any Crossover
Crushing Blade	Y after any Crossover Special	J after any Crossover Special
Chronomancer	Hold Y (release to strike)	Hold J (release to strike)
Super Chronomancer	Hold Y timed release	Hold J timed release
Chronopiercer	(In air) Hold Y (release to strike)	(In air) Hold J (release to strike)
Super Chronopiercer	(In air) Hold Y timed release	(In air) Hold J timed release
Equilibrium Edge	Y after perfectly timed dodge	J after perfectly timed dodge
Final Verdict	Y after perfectly timed forward dodge	J after perfectly timed forward dodge
Stasis Shield	LB + RB	L1 + R1



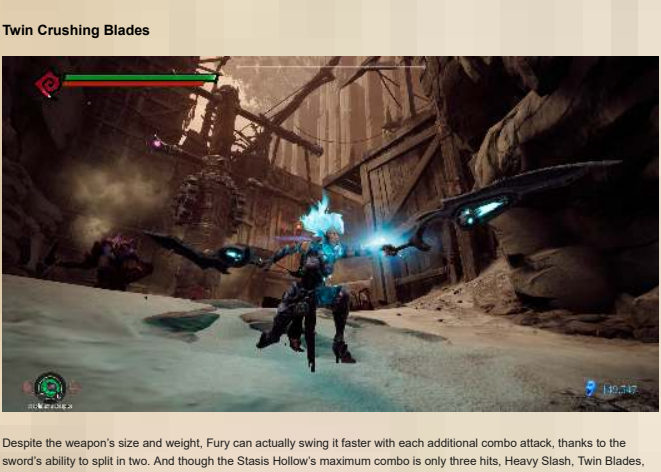
Enemies glow blue when they've been slowed by the Edge of Scorn.

Edge of Scorn: Upgrade Requirements

LEVEL	PHYSICAL DAMAGE	INGREDIENTS
0	80	—
+1	88	2x Sliver of Adamantine
+2	96	4x Sliver of Adamantine
+3	104	6x Sliver of Adamantine
+4	112	2x Fragment of Adamantine
+5	120	4x Fragment of Adamantine
+6	128	6x Fragment of Adamantine
+7	136	2x Fragment of Adamantine
+8	144	4x Fragment of Adamantine
+9	152	6x Fragment of Adamantine
+10	160	1x Chunk of Adamantine

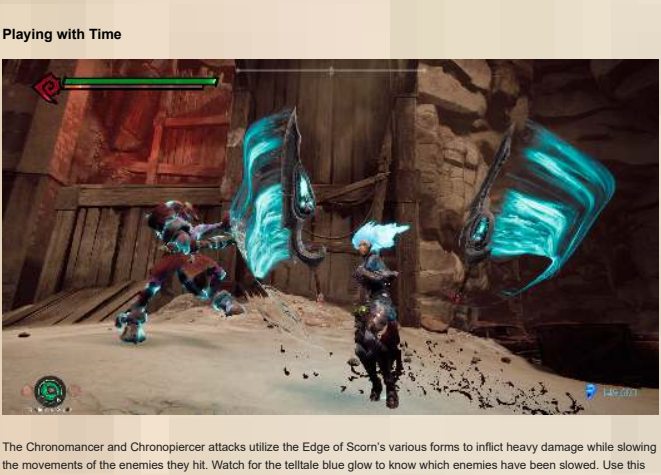
Key Attacks

Twin Crushing Blades



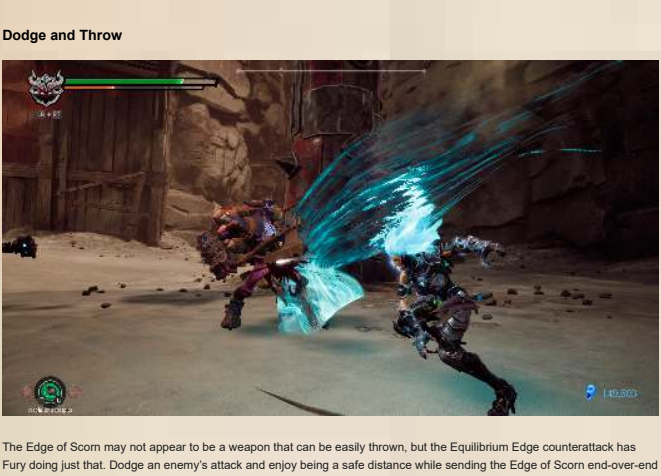
Despite the weapon's size and weight, Fury can actually swing it faster with each additional combo attack, thanks to the sword's ability to split in two. And though the Stasis Hollow's maximum combo is only three hits, Heavy Slash, Twin Blades, and Crushing Blade actually can combine for four hits. The Twin Blades attack consists of separate stabbing attacks with each of the two swords. Fury then returns the Edge of Scorn to its standard form for a devastating overhand slam.

Playing with Time



The Chronomancer and Chronopiercer attacks utilize the Edge of Scorn's various forms to inflict heavy damage while slowing the movements of the enemies they hit. Watch for the telltale blue glow to know which enemies have been slowed. Use this opportunity to either slip out of harm's way and consume a Nephilim's Respite or switch to a faster weapon and continue the assault.

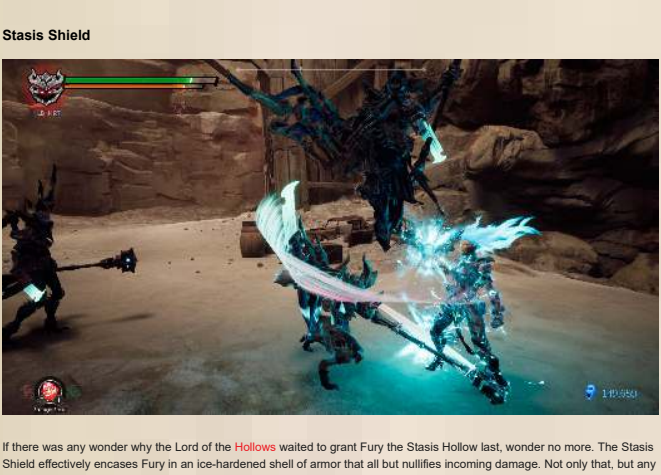
Dodge and Throw



The Edge of Scorn may not appear to be a weapon that can be easily thrown, but the Equilibrium Edge counterattack has Fury doing just that. Dodge an enemy's attack and enjoy being a safe distance while sending the Edge of Scorn end-over-end at the foe's midsection. This attack doesn't always slow the foe, but it hits for heavy Arcane damage and leaves Fury ready to continue the assault.

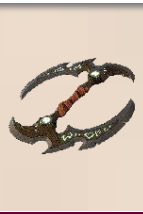
Wrath Attack

Stasis Shield



If there was any wonder why the Lord of the Hollows waited to grant Fury the Stasis Hollow last, wonder no more. The Stasis Shield effectively encases Fury in an ice-hardened shell of armor that all but nullifies incoming damage. Not only that, but any enemy that comes in contact with her (with very few exceptions) is slowed to a crawl. The Stasis Shield is invaluable against late-game bosses and, when combined with the healing properties of an upgraded Leviathan enhancement, makes staying alive quite manageable. The only downside to the Stasis Shield is that Fury cannot activate another Hollow while the Wrath Meter drains.

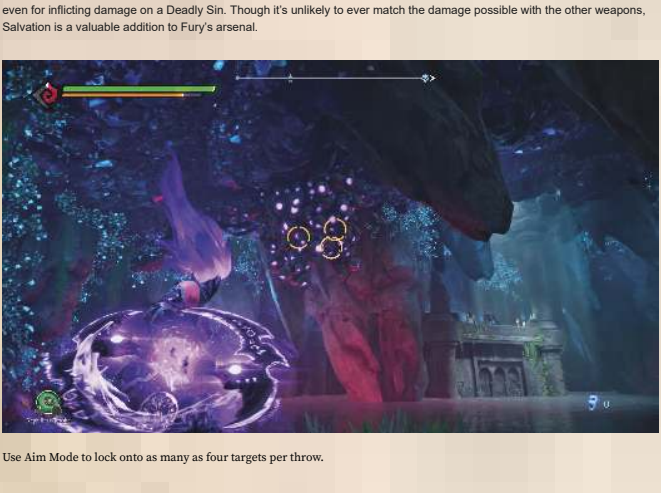
SALVATION



It is unknown who forged Salvation, one of five holy Crossblades wielded by Heaven's strongest angels.

Base Damage: 35
Speed: Slow
Special: Charged attacks are imbued with the active Hollow.

A gift from Usiel, this throwing weapon gives Fury the ability to target up to four separate enemies with a single planned attack. Salvation is perfect for knocking flying enemies out of the air, for breaking out-of-reach objects like coral or webs, or even for inflicting damage on a Deadly Sin. Though it's unlikely to ever match the damage possible with the other weapons, Salvation is a valuable addition to Fury's arsenal.



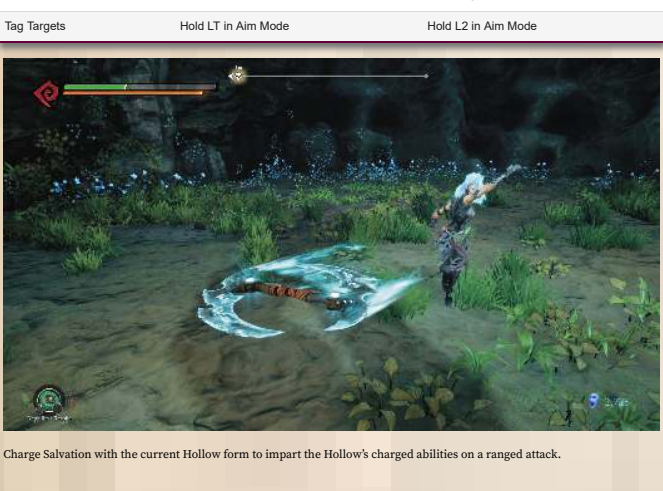
Use Aim Mode to lock onto as many as four targets per throw.

It's possible to quick-toss Salvation, either charged or uncharged. Though less precise than a throw made using Aim Mode, a quickly thrown Salvation attack can interrupt an enemy's attack, allowing you to continue a lengthier combo with Scorn. Hold the Throw button to imbue Salvation with the active Hollow, gaining a chance to ignite, electrocute, knock back, or slow the enemy.

Salvation won't ever be your primary weapon in combat, but don't underestimate its usefulness. Not only can it interrupt enemy attacks, but it can also be socketed with a weapon enhancement. Consider assigning one with a valuable passive benefit to it. That way, you can assign those enhancements with more valuable active benefits to the various forms of Scorn.

Salvation: Move Set

ATTACK	XBOX ONE	PS4
Throw	RT	R2
Imbue Hollow	Hold RT	Hold R2
Aim	Press RS	Press R3
Tag Targets	Hold LT in Aim Mode	Hold L2 in Aim Mode



Charge Salvation with the current Hollow form to impart the Hollow's charged abilities on a ranged attack.

Salvation: Upgrade Requirements

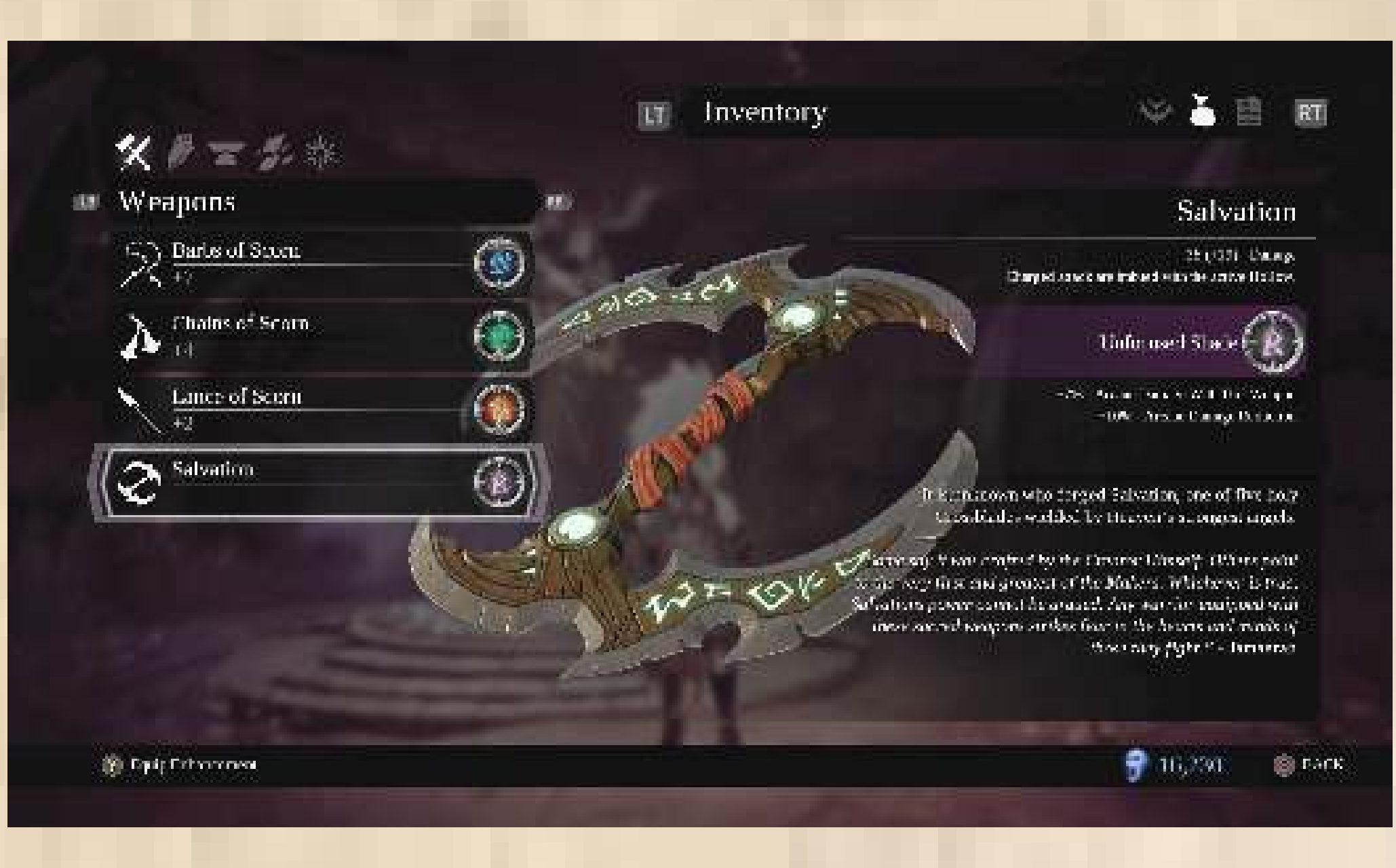
LEVEL	PHYSICAL DAMAGE	INGREDIENTS
0	35	—
+1	38	2x Sliver of Adamantine
+2	42	4x Sliver of Adamantine
+3	45	6x Sliver of Adamantine
+4	49	2x Fragment of Adamantine
+5	52	4x Fragment of Adamantine
+6	56	6x Fragment of Adamantine
+7	59	2x Fragment of Adamantine
+8	63	4x Fragment of Adamantine
+9	66	6x Fragment of Adamantine
+10	70	1x Chunk of Adamantine

➤ CONSERVE YOUR CHUNKS

Chunks of Adamantine are quite rare. We recommend refraining from fully upgrading the Salvation unless you have already maxed out every other weapon.

Weapon Enhancements

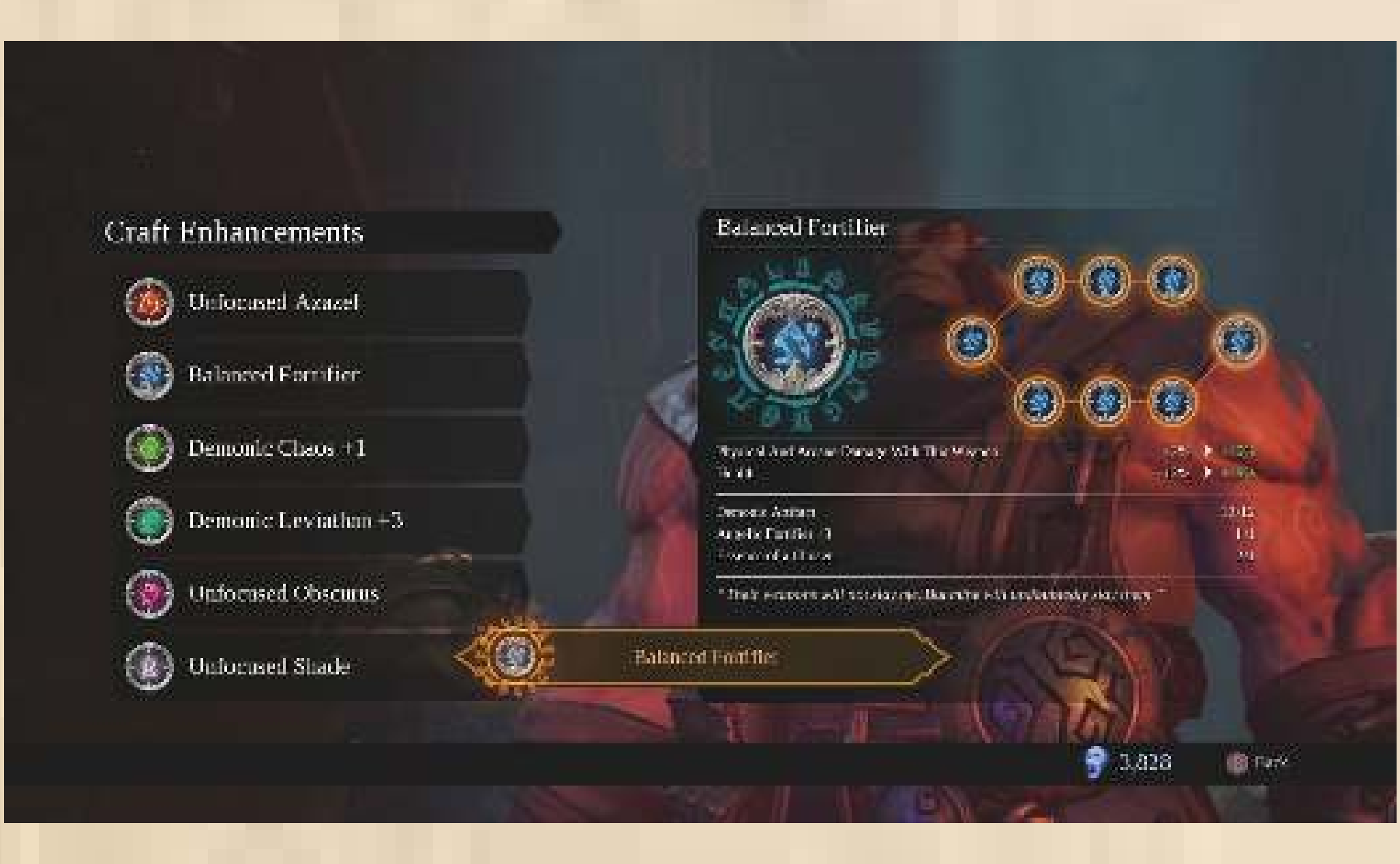
Upgrading your weapons isn't the only way to boost their effectiveness. Weapon enhancements can be socketed into each of Fury's six weapons and provide unique benefits ranging from increased damage to bonus Health or even extended Havoc Form duration. Weapon enhancements can be found in the wild, acquired from Vulgrim, or even received as a gift. Best of all, they can be swapped from weapon to weapon as new ones are acquired.



Swap enhancements between weapons as you see fit.

Enhancements offer an active benefit that relies on using the weapon it's attached to, as well as a passive benefit that comes from simply having it socketed. You don't need to have the weapon's Hollow active in order to receive the passive benefit.

Each enhancement is found in its Unfocused state and can be upgraded three times along an Angelic path or Demonic path. Then, finally, a Balanced version of the enhancement can be crafted, thereby maximizing the Angelic and Demonic benefits of the item. Angelic upgrades typically focus on improving Fury's survivability, while Demonic upgrades increase her offensive capabilities.



To achieve a Balanced upgrade, you'll need the 12 artifacts necessary for the other upgrade path.

Angelic and Demonic Artifact locations are marked on the accompanying maps and highlighted throughout the text. You'll need dozens of them to fully upgrade the half dozen enhancements, so don't pass one up. An Essence of a Chosen, necessary to fully upgrade an enhancement, can only be obtained by slaying a Chosen foe. There are five Chosen in the game, thus limiting your ability to fully upgrade all weapon enhancements.

FORTIFIER ENHANCEMENT

I seek strength of heart, and of arms.

Active: +3% Physical and Arcane Damage with this weapon.
Passive: +5% Health
Recommended Weapon: Barbs of Scorn or Lance of Scorn
Whereabouts: Haven, West End

Fortifier Enhancement Upgrades

STATE	PHYSICAL/ARCANE DAMAGE	HEALTH	INGREDIENTS REQUIRED
Unfocused	+3%	+5%	—
Angelic +1	+3%	+7%	2x Angelic Artifact
Angelic +2	+3%	+10%	4x Angelic Artifact
Angelic +3	+3%	+13%	6x Angelic Artifact
Demonic +1	+6%	+10%	2x Demonic Artifact
Demonic +2	+9%	+10%	4x Demonic Artifact
Demonic +3	+12%	+10%	6x Demonic Artifact
Balanced Fortifier	+15%	+18%	1x Essence of a Chosen, 12x Angelic/Demonic Artifact

CHAOS ENHANCEMENT

I can't control this any longer…

Active: +0.5% Damage from This Weapon Returned as Health
Passive: +10% Havoc Form Duration
Recommended Weapon: Barbs of Scorn or Chains of Scorn
Whereabouts: Hollows, The Catacombs

Chaos Enhancement Upgrades

STATE	DAMAGE FROM WEAPON RETURNED AS HEALTH	HAVOC FORM DURATION	INGREDIENTS REQUIRED
Unfocused	+0.5%	+10%	—
Angelic +1	+1.0%	+10%	2x Angelic Artifact
Angelic +2	+1.5%	+10%	4x Angelic Artifact
Angelic +3	+2.0%	+10%	6x Angelic Artifact
Demonic +1	+0.5%	+20%	2x Demonic Artifact
Demonic +2	+0.5%	+30%	4x Demonic Artifact
Demonic +3	+0.5%	+40%	6x Demonic Artifact
Balanced Chaos	+2.5%	+50%	1x Essence of a Chosen, 12x Angelic/Demonic Artifact

LEVIATHAN ENHANCEMENT

Though you are sibling to he who hath slain me, I will aid you for a time.

Active: +3 Lurchers When Breaking Objects with This Weapon
Passive: +15 Health Regenerated per Minute
Recommended Weapon: Chains of Scorn or Barbs of Scorn
Whereabouts: Purchased from Vulgrim for 5,000 souls

Leviathan Enhancement Upgrades

STATE	LURCHERS WHEN BREAKING OBJECTS	HEALTH REGENERATED PER MINUTE	INGREDIENTS REQUIRED
Unfocused	+3	+15	—
Angelic +1	+3	+30	2x Angelic Artifact
Angelic +2	+3	+45	4x Angelic Artifact
Angelic +3	+3	+60	6x Angelic Artifact
Demonic +1	+5	+30	2x Demonic Artifact
Demonic +2	+7	+30	4x Demonic Artifact
Demonic +3	+10	+30	6x Demonic Artifact
Balanced	+15	+90	1x Essence of a Chosen, 12x Angelic/Demonic Artifact

SHADE ENHANCEMENT

You can see me? Then…perhaps you are worthy…

Active: +7% Arcane Damage with This Weapon
Passive: +10% Arcane Damage Reduction
Recommended Weapon: Salvation or Barbs of Scorn
Whereabouts: Haven, Skyscraper

Shade Enhancement Upgrades

STATE	ARCANE DAMAGE WITH THIS WEAPON	ARCANE DAMAGE REDUCTION	INGREDIENTS REQUIRED
Unfocused	+7%	+10%	—
Angelic +1	+7%	+15%	2x Angelic Artifact
Angelic +2	+7%	+20%	4x Angelic Artifact
Angelic +3	+7%	+25%	6x Angelic Artifact
Demonic +1	+14%	+10%	2x Demonic Artifact
Demonic +2	+21%	+10%	4x Demonic Artifact
Demonic +3	+28%	+10%	6x Demonic Artifact
Balanced	+35%	+30%	1x Essence of a Chosen, 12x Angelic/Demonic Artifact

JUGGERNAUT ENHANCEMENT

I will become mighty, no matter the cost!

Active: +5% Physical Damage with This Weapon
Passive: +10% Physical Damage Reduction
Recommended Weapon: Lance of Scorn or Mallet of Scorn
Whereabouts: Nether, Tangled Grotto

Juggernaut Enhancement Upgrades

STATE	PHYSICAL DAMAGE WITH THIS WEAPON	PHYSICAL DAMAGE REDUCTION	INGREDIENTS REQUIRED
Unfocused	+5%	+10%	—
Angelic +1	+5%	+15%	2x Angelic Artifact
Angelic +2	+5%	+20%	4x Angelic Artifact
Angelic +3	+5%	+25%	6x Angelic Artifact
Demonic +1	+10%	+10%	2x Demonic Artifact
Demonic +2	+15%	+10%	4x Demonic Artifact
Demonic +3	+20%	+10%	6x Demonic Artifact
Balanced	+30%	+30%	1x Essence of a Chosen, 12x Angelic/Demonic Artifact

OBSCURIS ENHANCEMENT

Do I run? Or do I face my true nature?

Active: +5% Havoc Generated with This Weapon
Passive: +8.3% Evade Invincibility Window
Recommended Weapon: Salvation or Lance of Scorn
Whereabouts: Bonelands, Hangman's Tree

Obscuris Enhancement Upgrades

STATE	HAVOC GENERATED WITH WEAPON	EVADE INVINCIBILITY WINDOW	INGREDIENTS REQUIRED
Unfocused	+5%	+8.3%	—
Angelic +1	+5%	+12.5%	2x Angelic Artifact
Angelic +2	+5%	+16.6%	4x Angelic Artifact
Angelic +3	+5%	+20.8%	6x Angelic Artifact
Demonic +1	+7%	+8.3%	2x Demonic Artifact
Demonic +2	+10%	+8.3%	4x Demonic Artifact
Demonic +3	+15%	+8.3%	6x Demonic Artifact
Balanced	+20%	+25%	1x Essence of a Chosen, 12x Angelic/Demonic Artifact

AZAZEL ENHANCEMENT

Do you serve the Dark Prince?

Active: +5% Wrath Generated per Hit with This Weapon
Passive: +6 Amount of Wrath Bar Generated per Minute
Recommended Weapon: Edge of Scorn or Salvation
Whereabouts: Depths, Forgotten Lake

Azazel Enhancement Upgrades

STATE	WRATH GENERATED PER HIT	WRATH GENERATED PER MINUTE	INGREDIENTS REQUIRED
Unfocused	+5%	+6	—
Angelic +1	+5%	+9	2x Angelic Artifact
Angelic +2	+5%	+12	4x Angelic Artifact
Angelic +3	+5%	+15	6x Angelic Artifact
Demonic +1	+10%	+6	2x Demonic Artifact
Demonic +2	+15%	+6	4x Demonic Artifact
Demonic +3	+20%	+6	6x Demonic Artifact
Balanced	+25%	+18	1x Essence of a Chosen, 12x Angelic/Demonic Artifact

MARAUDER ENHANCEMENT

There's treasure everywhere, if ya' look close enough.

Active: +5% Chance to Spawn a Health Lurcher with This Weapon
Passive: +10% Item Drop Chance
Recommended Weapon: Edge of Scorn or Barbs of Scorn
Whereabouts: Hollows, Blistering Brige

Marauder Enhancement Upgrades

STATE	CHANCE TO SPAWN HEALTH LURCHER	ITEM DROP CHANCE	INGREDIENTS REQUIRED
Unfocused	-5%	+10%	—
Angelic +1	+7%	+10%	2x Angelic Artifact
Angelic +2	+9%	+10%	4x Angelic Artifact
Angelic +3	+12%	+10%	6x Angelic Artifact
Demonic +1	+10%	+10%	2x Demonic Artifact
Demonic +2	+155%	+20%	4x Demonic Artifact
Demonic +3	+20%	+25%	6x Demonic Artifact
Balanced	+30%	+30%	1x Essence of a Chosen, 12x Angelic/Demonic Artifact

FORTUNE ENHANCEMENT

I suppose we should make the most of this situation.

Active: +10% Lurchers When Killing an Enemy with This Weapon
Passive: +10% Increased Potency with Certain Consumables
Recommended Weapon: Edge of Scorn or Salvation
Whereabouts: Depths, Sewage Egress

Fortune Enhancement Upgrades

STATE	LURCHERS WHEN KILLING AN ENEMY	INCREASED POTENCY WITH CONSUMABLES	INGREDIENTS REQUIRED
Unfocused	+10%	+10%	—
Angelic +1	+10%	+15%	2x Angelic Artifact
Angelic +2	+10%	+20%	4x Angelic Artifact
Angelic +3	+10%	+25%	6x Angelic Artifact
Demonic +1	+15%	+10%	2x Demonic Artifact
Demonic +2	+20%	+10%	4x Demonic Artifact
Demonic +3	+25%	+10%	6x Demonic Artifact
Balanced	+30%	+30%	1x Essence of a Chosen, 12x Angelic/Demonic Artifact

RAGE ENHANCEMENT

I'm not interested in "reason."

Active: +5% Chance Weapon Spawns Wrath When Killing an Enemy
Passive: +10% Wrath Reward from Wrath Lurchers
Recommended Weapon: Barbs of Scorn, Salvation, Edge of Scorn
Whereabouts: Purchased from Vulgrim for 5,000 souls

Rage Enhancement Upgrades

STATE	CHANCE WEAPON SPAWNS WRATH	WRATH REWARD FROM WRATH LURCHERS	INGREDIENTS REQUIRED
Unfocused	+5%	+10%	—
Angelic +1	+5%	+20%	2x Angelic Artifact
Angelic +2	+5%	+30%	4x Angelic Artifact
Angelic +3	+5%	+40%	6x Angelic Artifact
Demonic +1	+10%	+10%	2x Demonic Artifact
Demonic +2	+15%	+10%	4x Demonic Artifact
Demonic +3	+20%	+10%	6x Demonic Artifact
Balanced	+25%	+50%	1x Essence of a Chosen, 12x Angelic/Demonic Artifact

FAFNIR ENHANCEMENT

Welcome to my accursed fair, stranger.

Active: +0.25% Damage for Every 2000 Souls Carried.
Passive: +50% Melee Damage Reflected Back on Attacker.
Recommended Weapon: Salvation, Lance of Scorn
Whereabouts: Revisit Usiel after Defeating Lust

Unfocused Fafnir Enhancement Upgrades

STATE	DAMAGE WITH THIS WEAPON FOR EVERY 2000 SOULS CARRIED	MELEE DAMAGE REFLECTED BACK ON ATTACKER	INGREDIENTS REQUIRED
Unfocused	+.25%	+50%	—
Angelic +1	+.25%	+60%	2x Angelic Artifact
Angelic +2	+.25%	+70%	4x Angelic Artifact
Angelic +3	+.25%	+80%	6x Angelic Artifact
Demonic +1	+.5%	+50%	2x Demonic Artifact
Demonic +2	+.75%	+50%	4x Demonic Artifact
Demonic +3	+1%	+50%	6x Demonic Artifact
Balanced	+1.5%	+100%	1x Essence of a Chosen, 12x Angelic/Demonic Artifact

ENOCH ENHANCEMENT

Long have I lived, and so much have I seen.

Active: +15% Damage with this Weapon when Below 25% Health.
Passive: +3% Havoc Bar Generated per Minute
Recommended Weapon: Barbs of Scorn, Chains of Scorn
Whereabouts: Hollows, Blistering Bridge

Rage Enhancement Upgrades

STATE	DAMAGE WITH THIS WEAPON WHEN BELOW 25% HEALTH	AMOUNT OF HAVOC GENERATED PER MINUTE	INGREDIENTS REQUIRED
Unfocused	+15%	+3%	—
Angelic +1	+15%	+6%	2x Angelic Artifact
Angelic +2	+15%	+9%	4x Angelic Artifact
Angelic +3	+15%	+12%	6x Angelic Artifact
Demonic +1	+30%	+3%	2x Demonic Artifact
Demonic +2	+45%	+3%	4x Demonic Artifact
Demonic +3	+60%	+3%	6x Demonic Artifact
Balanced	+85%	+18%	1x Essence of a Chosen, 12x Angelic/Demonic Artifact

DARKSIDERS III

TALISMAN OF SIN

AN AMULET, TAKEN FROM ENVY, THAT BRISTLES WITH AN ANCIENT MAGIC.

Allows capture and imprisonment of the Seven Deadly Sins. Glows when a Sin is nearby. This device allows the Sins to appear on the in-game compass, thereby aiding you in locating them. It is used passively.

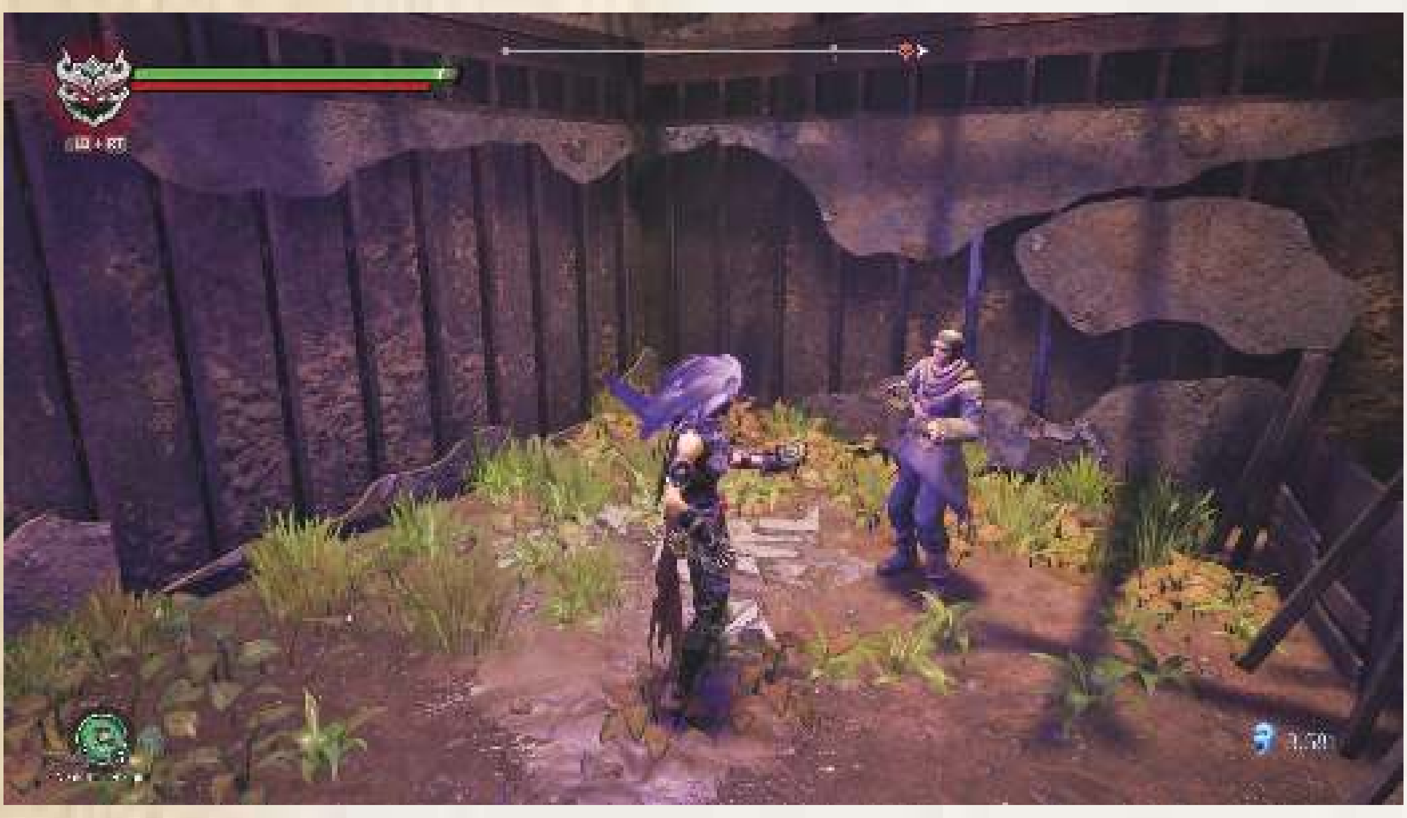
GATEWAY STONE

AN ENCHANTED STONE, ETCHED WITH ANCIENT MAKER MAGIC.

The Gateway Stone, also known as the Bridge Stone, is given to Fury by Ulthane upon her first visit to the Maker's Forge. This device is used to rescue any Humans that are encountered during Fury's quest. Interact with a Human to use the device.

Save the Humans

There are 20 Humans scattered throughout the world—hidden in caves, barricaded behind obstacles, and tucked away in secret locations. Though they're safe from enemies where they are, they'll be much safer—and more comfortable—back at Maker's Forge. Listen for their hollering and seek them out with the Gateway Stone. Consult the walkthrough and the maps in this book's *Atlas* chapter for details on their whereabouts.



Approach a Human and press the Action button to send them to safety.

Human Locations (in Suggested Order)

NO.	REGION	NEAREST SERPENT HOLE
1	Haven	Crossroads
2	Nether	Splintered Station
3	Haven	Maker's Forge
4	Haven	Skyscraper
5	Nether	Cistern
6	Nether	Tangled Grotto
7	Haven	North End
8	Haven	North End
9	Bonelands	Festering Pool
10	Bonelands	Drowned District
11	Bonelands	Mangled Freeway
12	Depths	Forgotten Lake
13	Depths	Sewage Egress
14	Haven	Crossroads
15	Scar	Drilling Annex
16	Scar	Drilling Annex
17	Depths	Sunken Tracks
18	Nether	Tangled Grotto
19	Nether	Tangled Grotto
20	Bonelands	Cargo Hold

RIDER'S MERCY

A DISTILLED ESSENCE STEMMING FROM DEEP GRATITUDE RADIATES FROM THIS TRINKET, PROVIDING SEVERAL EMPOWERING BENEFITS.

Rider's Mercy is a gift from Ulthane, earned once Fury has saved five Humans. This relic provides a boost to Fury's ability to generate Wrath, both by increasing the quantity of Lurchers freed by killing enemies and by increasing the amount of Wrath each Wrath Lurcher restores. Continue saving Humans and return to Ulthane to receive free upgrades to Rider's Mercy for every five additional Humans saved.

Rider's Mercy Upgrades: Running Totals

HUMANS RESCUED	BONUS EFFECT ADDED
5	+10% Lurchers When Killing an Enemy
10	+10% Wrath Reward from Wrath Lurchers
15	+30% Health
20	+10% Physical and Arcane Damage

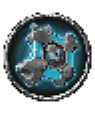
SOUL OF ABRAXIS

The freshly severed soul of Abraxis, burning hot with demonic energy. There is a sense that the soul is still sentient. Aware.

A time shall come for Fury to choose where her allegiance lies, with whom to put her trust. Depending on what you decide, this item may enter your possession.

MYSTERIOUS STONE SIGIL

THE TRINKET TREMBLES, THREATENING TO SHATTER FROM THE IMMENSE PRESSURE OF WHAT IT CONTAINS. VOICES CALL OUT, AT ONCE A LOUD ROAR AND QUIET AS A WHISPER.

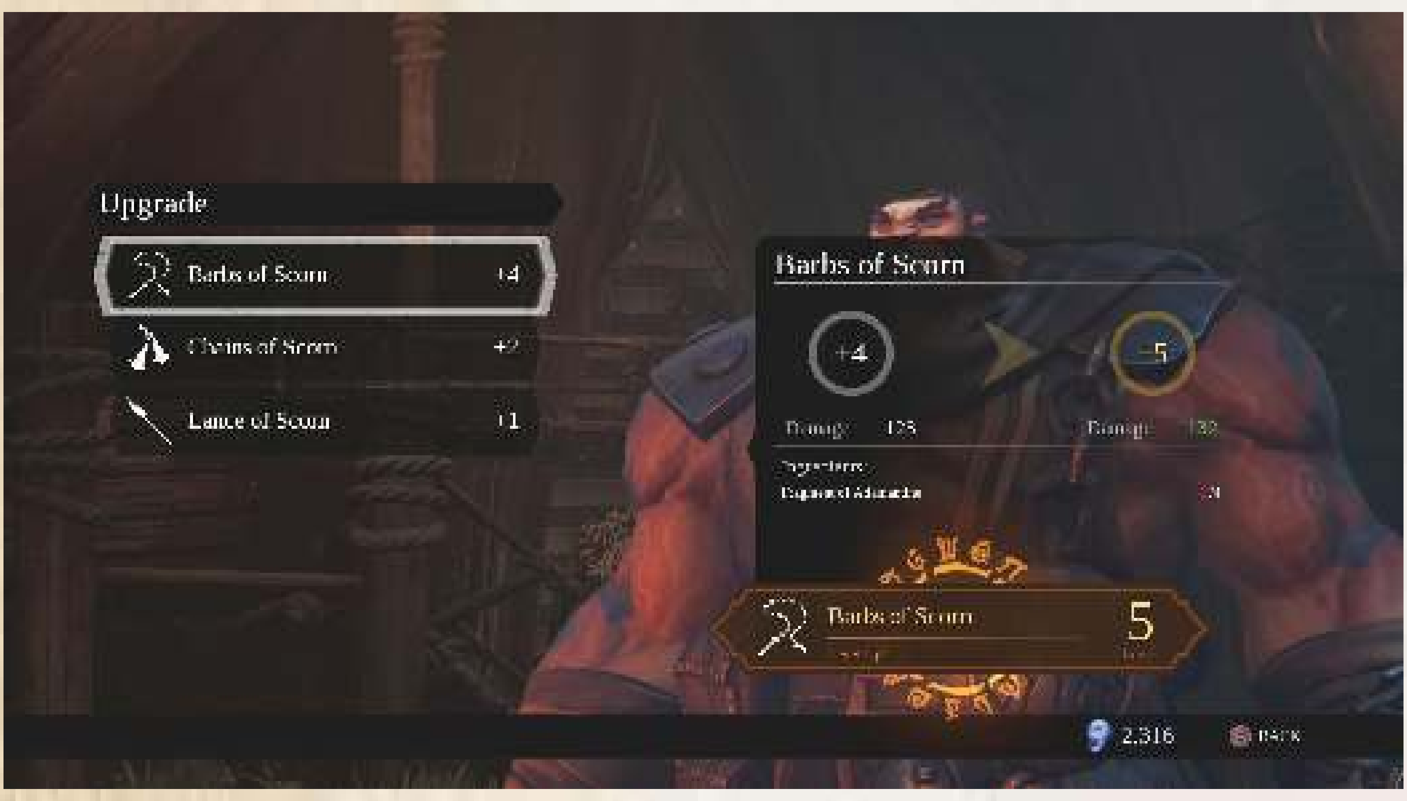


The Hollowlord entrusted this stone sigil to Fury, in the hope that she might help to fulfill its purpose. What that may be is unclear.

DARKSIDERS III

Crafting Ingredients

Ulthane is capable of upgrading Fury's weaponry and enhancements, but he can't do it without a number of rare materials. You'll need to scavenge the landscape for Adamantine, artifacts, and a rare ichor that only Ulthane can make use of. Though most of these materials can be purchased from Vulgrim, his prices are extravagant, not to mention Souls are better spent acquiring Attribute Points or consumables (at least early in the game).



ADAMANTINE

Adamantine can be used to upgrade your weapons. Bring Adamantine to Ulthane to improve a weapon. This strong metal comes in various sizes, from Sliver to Chunk. As your weapons grow in strength, so too does the need for larger pieces of Adamantine.

Sliver of Adamantine: Augments a weapon up to +3. Ulthane could work wonders with metal this strong.

Fragment of Adamantine: Augments a weapon up to +6. Ulthane could work wonders with metal this strong.

Piece of Adamantine: Augments a weapon up to +9. Ulthane could work wonders with metal this strong.

Chunk of Adamantine: Augments a weapon up to +10. Ulthane could work wonders with metal this strong.

ARTIFACTS & ESSENCE

Artifacts are needed to upgrade enhancements, but the kind needed depends on the desired upgrade. It's simply not possible to upgrade every enhancement along a Demonic or Angelic path simultaneously. You must pick and choose which ones to spread your artifacts across and trust that, later in the game, you'll be able to acquire the necessary materials to create Balanced enhancements.

Angelic Artifact: Forged in the early days of the war and infused with divine energy. It radiates righteousness and can be used to augment a weapon enhancement. Ulthane should be able to make use of it.

Demonic Artifact: Cloaked in darkness, the artifact emits the faint screams of cursed souls. Can be used to augment a weapon enhancement. Ulthane should be able to make use of it.

Essence of a Chosen: Essence extracted from the decaying husk of a Chosen. Highly magical, this ichor possesses the potential to unlock incredible power in a weapon enhancement.

Essence of a Chosen Locations

NO.	HOST	REGION	NEAREST SERPENT HOLE
1	Flame Warden	Hollows	Blistering Bridge
2	Templar of the Damned	Depths	Forgotten Lake
3	Agony	Haven	West End
4	The Grock	Scar	Drilling Annex
5	Corrupted Tomekeeper	Bonelands	Cargo Hold
6	Purchase from Vulgrim	—	—

DARKSIDERS III

Vulgrim’s Wares

Meet Vulgrim

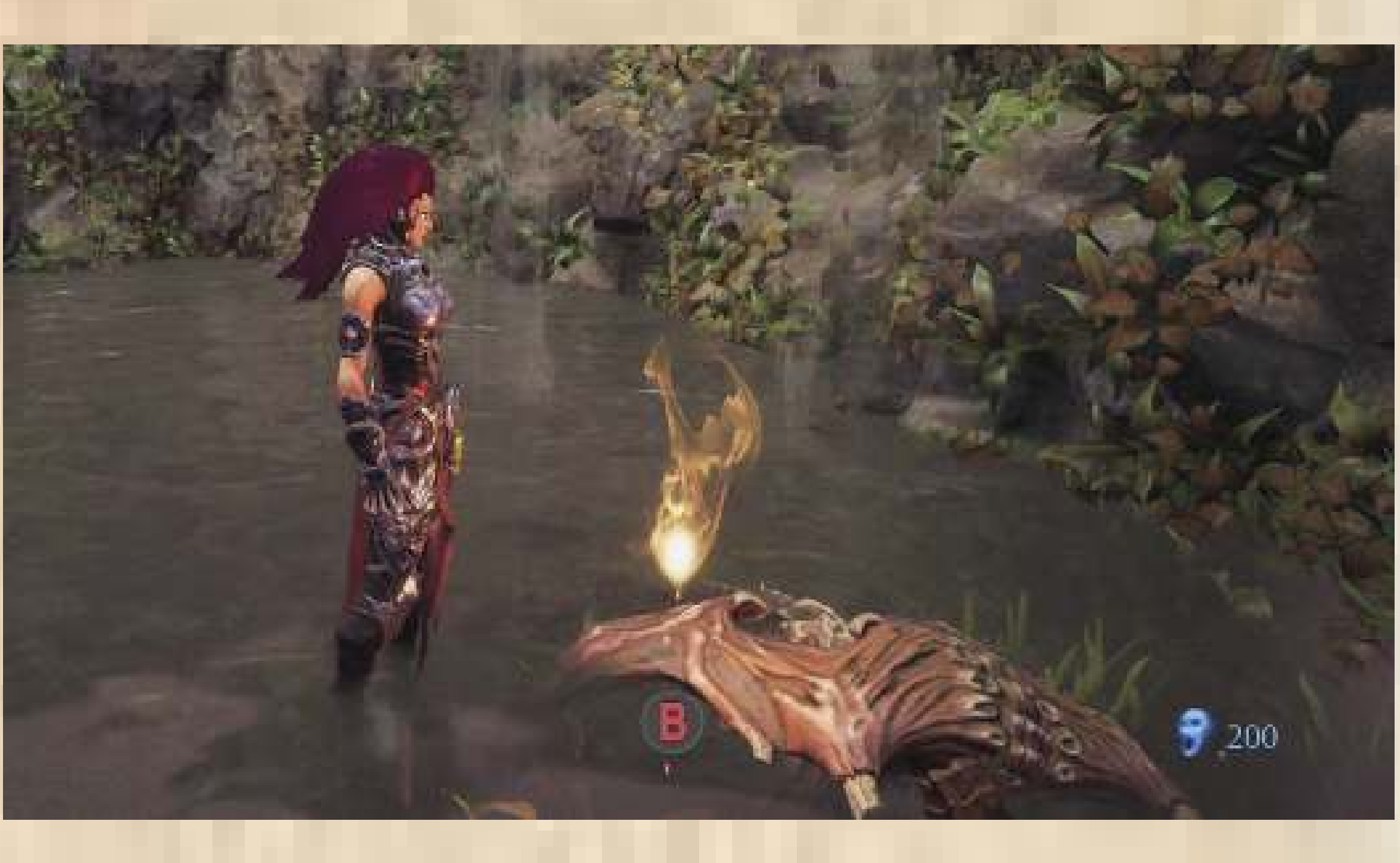
If Fury is to survive her time on apocalyptic Earth, it won’t be without a number of restorative and beneficial items. Though each can be obtained by scavenging the environment, breaking objects, and defeating enemies, there is another way to come by the items you seek. His name is Vulgrim, and he deals in Souls.

DARKSIDERS III

Vulgrim's Wares

Found Items

Items of all types can be found scattered throughout the world, each appearing as a small, yellow, flickering flame known as an Incandescent Remain. From crystallized bundles of Souls to consumable items and crafting ingredients, these yellow pickups could be anything. There's no telling what one will contain, but you should always pick them up.



Never skip out on picking up these items.

➤ FLAMES MARK THE PATH

The yellow pickups don't just contain valuable items; they also serve to alert you to explorable paths—and usually mark the route you need to take to advance.

Incandescent Remains are found out in the open, contained within breakable objects, and are frequently dropped by slain enemies. This section details some of what you can expect to encounter (crafting ingredients are covered in the *Weapons and Enhancements* chapter).

ITEMS AREN'T RANDOM

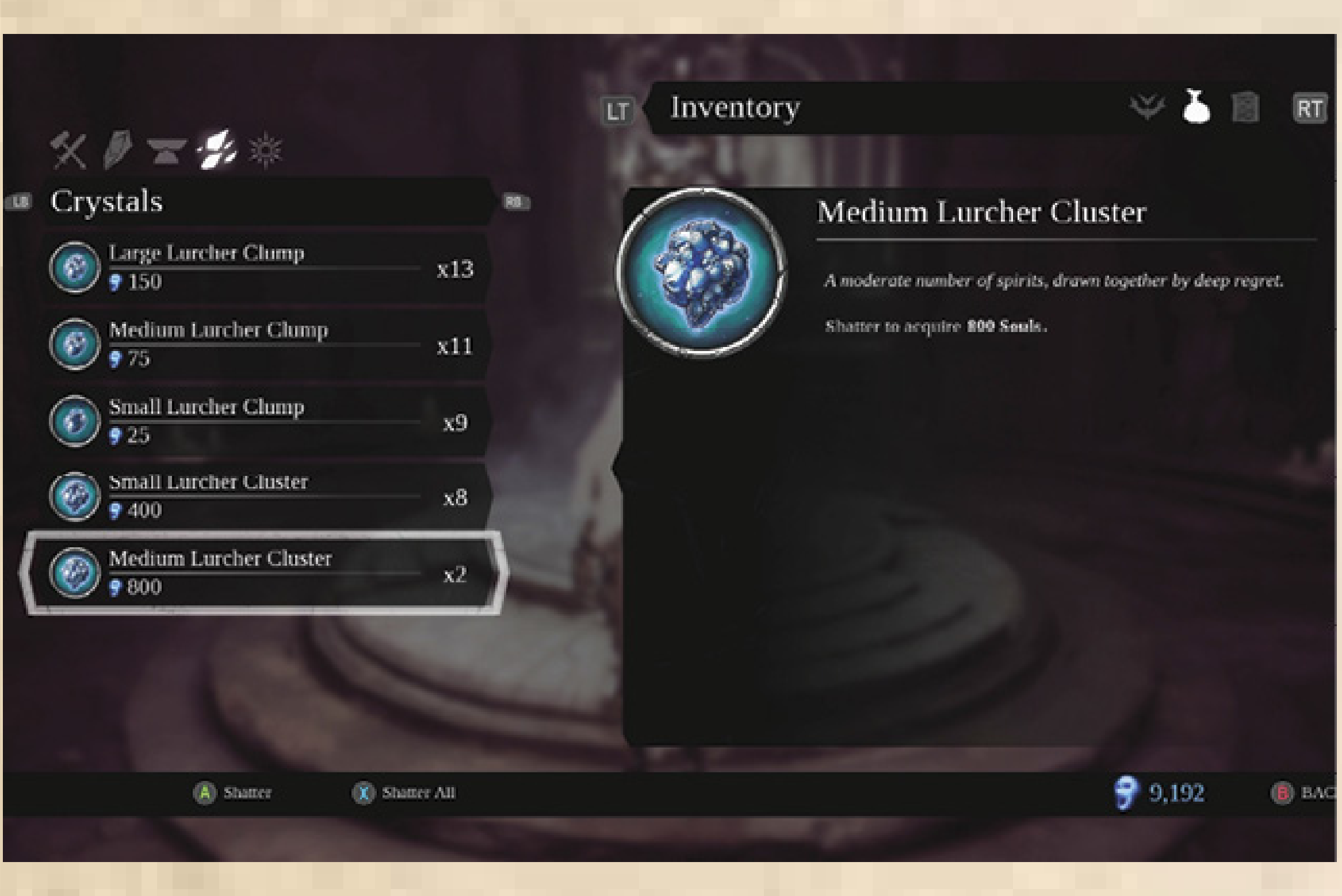
The contents of an Incandescent Remain are not always random. Items found out in the open, within breakable objects, and dropped by enemies with glowing red eyes are fixed. In other words, they will always contain the same item. Furthermore, red-eyed enemies always yield Adamantium. Incandescent Remains dropped by common enemies are completely random.

CRYSTALS & SOULS

The most commonly found items come in crystal form and must be "shattered" before being used. Access the Inventory screen and toggle to the Crystals tab to view your collection. Crystals can be neither purchased from Vulgrim nor sold to him.

Luminous Visage: Unearthed over countless decades of brutal warfare, these tattered remains don't belong to any race. Shatter to gain an Attribute Point. These are quite rare.

Lurcher Crystals: Crystallized collections of spirits can be shattered in your inventory to acquire the Souls trapped within them. Lurcher Crystals are ubiquitous and a valuable source of currency (Souls).



Crystals

Large Lurcher Clump	150	x13
Medium Lurcher Clump	75	x11
Small Lurcher Clump	25	x9
Small Lurcher Cluster	400	x8
Medium Lurcher Cluster	800	x2

Medium Lurcher Cluster

A moderate number of spirits, drawn together by deep regret.

Shatter to acquire **800 Souls**.

Wait to shatter Lurcher Crystals until you're ready to spend them.

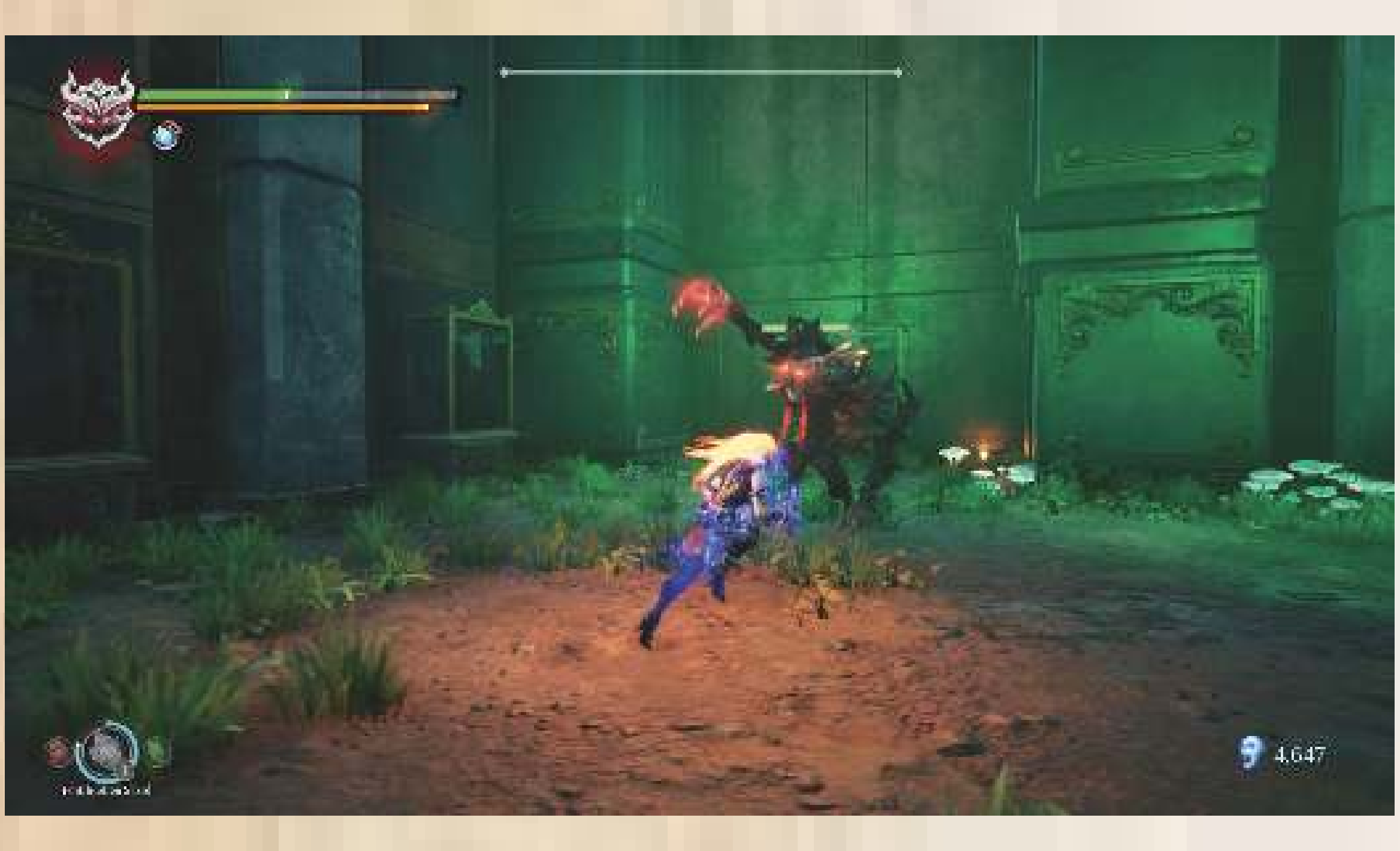
Lurcher Crystals

ICON	SIZE	SOULS CONTAINED
	Small Lurcher Clump	25
	Medium Lurcher Clump	75
	Large Lurcher Clump	150
	Small Lurcher Cluster	400
	Medium Lurcher Cluster	800
	Large Lurcher Cluster	1,200
	Small Lurcher Cache	2,000
	Medium Lurcher Cache	5,000
	Large Lurcher Cache	10,000
	Grand Lurcher Crystal	1,000

CONSUMABLE SHARDS

The second most common type of item comes in the form of a shard. Shards are consumable items that heal, increase Fury's prowess in battle, or even grant the ability to survive a fatal blow. Though not as rare as crafting ingredients or Rejuvenation and Invigoration Cores, consumable shards must not be squandered.

Consumable items, unlike Nephilim's Respite, have a recharge time of 30 seconds. This means you cannot consume another item (except a Nephilim's Respite) for at least 30 seconds after using one. Buffs such as the Strength Shard, Fortification Shard, and Frenzy Shard, etc., last for one minute.



The upper-left meter displays the buff's duration, while the meter in the lower left shows how long until another item can be used.

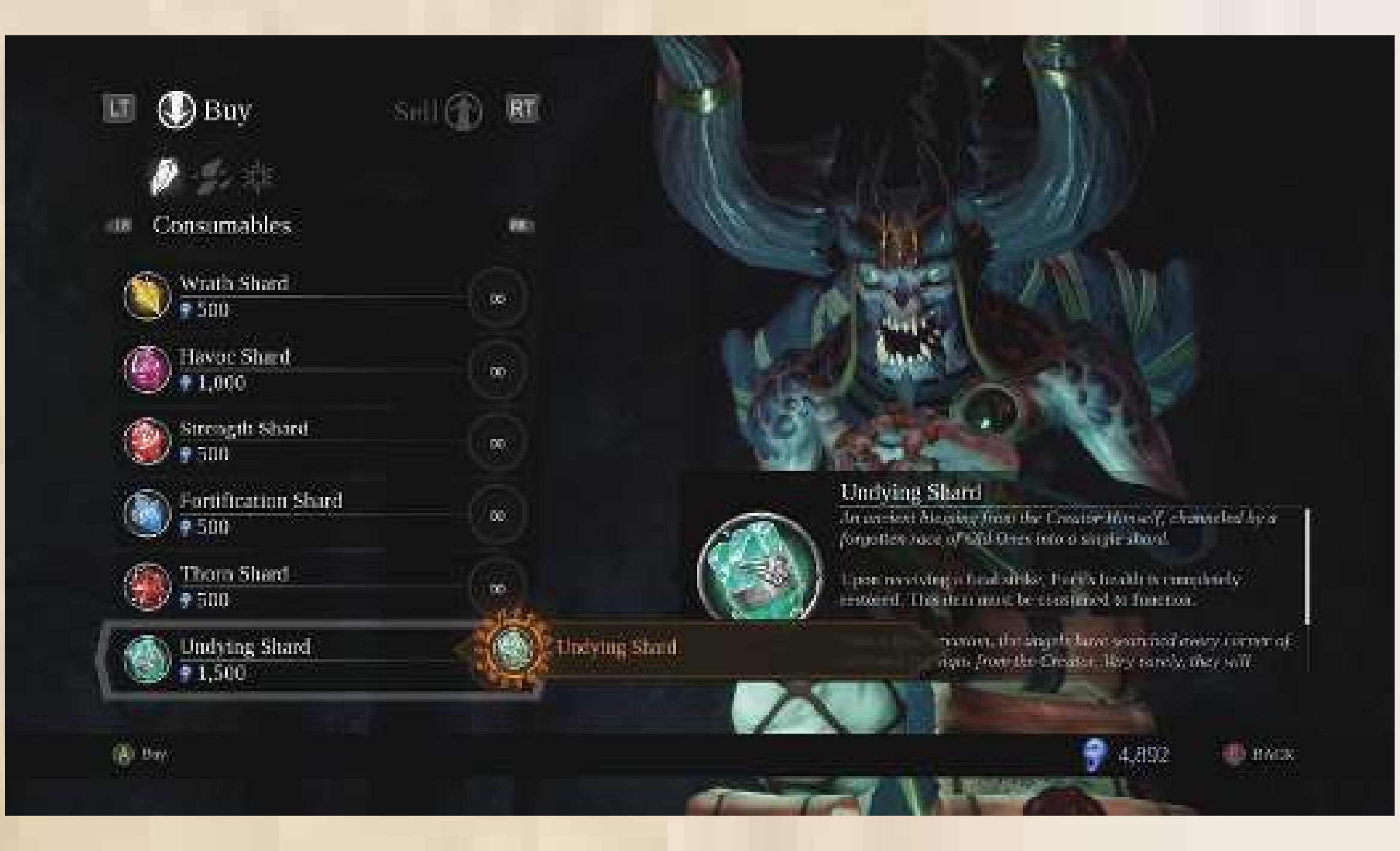
➤ SAVE NOW, BUY LATER

Since the price of Vulgrim's items increases with each purchase, you should do all you can to not have to buy any items from him early on. Instead, use your Souls to level up. This way, you'll have plenty of Souls to spend later in the game, as Fury approaches her toughest challenges.

Each of the consumables found in the environment can also be purchased from Vulgrim at any of the Serpent Holes. Vulgrim's prices may seem quite reasonable at first, but the cost goes up with each purchase. For example, the first Small Healing Shard costs 250 Souls, but the second costs 500 and the third costs 750 Souls. Similarly, a Havoc Shard costs just 1,000 Souls at first, but the second costs 1,500.

For this reason, it's wise to refrain from purchasing items unless absolutely necessary. Though you'll have a lot more Souls later in the game, it pays to keep costs low on items like the Undying Shard and Fortification Shard until later. Even better, try to stockpile as many as possible during the early stages of the game, so you have plenty in store when the game gets tougher.

Additional items become available as the number of Deadly Sins dwindles and Fury finds them in the world.



Consumables

Wrath Shard	500	∞
Havoc Shard	1,000	∞
Strength Shard	500	∞
Fortification Shard	500	∞
Thorn Shard	500	∞
Undying Shard	1,500	

Undying Shard

The price of the Undying Shard can quickly grow too rich if you rely on Vulgrim's supply too heavily.

Meter Replenishment

The following items can be used to replenish the Health, Wrath, and Havoc Meters. Healing Shards should only be used when the quantity of Healing Shards exceeds that of Nephilim's Respite. Conserve Wrath Shards and Havoc Shards for use immediately after having triggered either attack or if headed into a fight with a Chosen or Deadly Sin and needing to top off your meter.

Small Healing Shard

The faintest sense of relief washes over like a wave, keeping the injured on their feet.	
	Replenishes a small amount of Health. Initial Cost: 250 Souls Sell Price: 63 Souls

Healing Shard

CONSUMING THIS SHARD IS INVIGORATING. SOLDIERING ON NO LONGER SEEMS SO DIFFICULT.	
	Replenishes a moderate amount of Health. Initial Cost: 500 Souls Sell Price: 125 Souls

Large Healing Shard

	Replenishes a large amount of Health. Initial Cost: — Sell Price: 375 Souls

Wrath Shard

THE RAGE BECOMES A TUMULTUOUS ROAR, SHAKING THE VERY FOUNDATIONS OF THE USER'S BEING.	
	Replenishes Wrath. Initial Cost: 500 Souls Sell Price: 125 Souls

Havoc Shard

CONTAINS WITHIN IT A RAGING STORM OF TURMOIL.	
	Fuels the inner flame needed to activate Havoc Form. Initial Cost: 1,000 Souls Sell Price: 500 Souls

Status Buffs

The following shards provide a one-minute boost to Fury's combat abilities. The Strength and Frenzy Shards improve her offensive capabilities, while the Fortification and Thorn Shards aid in her defense. The Thorn Shard won't reduce the damage Fury absorbs, but it will harm any foe that comes in contact with her.

The Undying Shard is unique in that it lasts until Fury is drained of Health. Then, rather than returning to the nearest Serpent Hole, Fury will immediately resurrect in place with a small amount of Health. This is the rarest of items found in the environment, so use them sparingly. We recommend using the Undying Shard only for battles against the Chosen, as they tend to be much farther from a Serpent Hole than the Deadly Sins.

Strength Shard

THIS SHARD RADIATES POWER AND DRAWS ENERGY FROM THE SOUL OF THE ONE THAT CONSUMES IT.	
	Converts strength of will into offensive might. Initial Cost: 500 Souls Sell Price: 125 Souls

Fortification Shard

A STURDY-LOOKING SHARD, ITS SURFACE HIGHLY REFLECTIVE. VERY DIFFICULT TO BREAK.	
	Instills a burst of resilience, reducing incoming damage for a short time. Initial Cost: 500 Souls Sell Price: 125 Souls

Frenzy Shard

SMALL SHAPES DART BACK AND FORTH ON THE SHARD'S SURFACE, FASTER THAN MOST EYES CAN SEE.	
	Temporarily improves Attack Speed, overwhelming enemies with a torrent of swift strikes. Initial Cost: 500 Souls Sell Price: 125 Souls

Thorn Shard

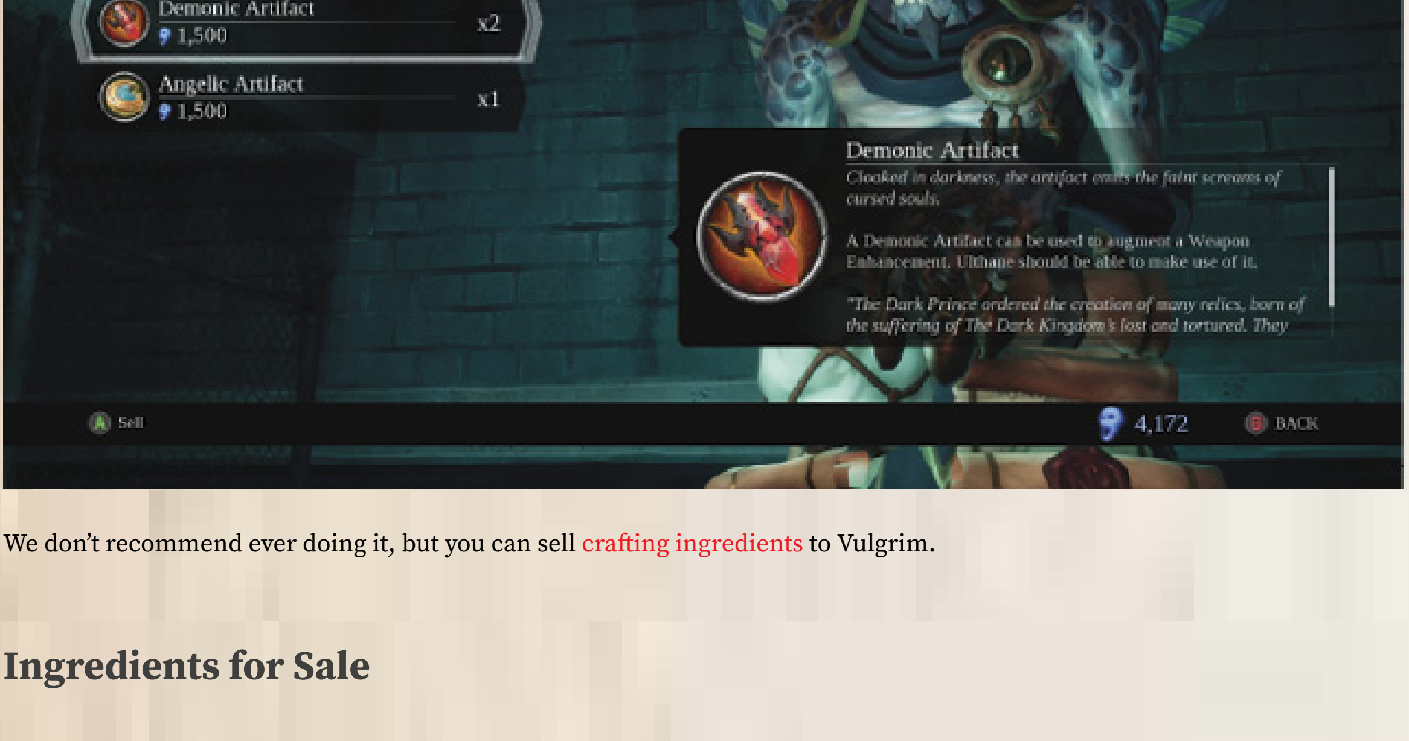
EMITS A LOW, COMFORTING HUM THAT ONLY THE USER CAN HEAR.	
	Creates a piercing aura that lashes out at any enemy that gets too close. Initial Cost: 500 Souls Sell Price: 125 Souls

Undying Shard

AN ANCIENT BLESSING FROM THE CREATOR HIMSELF, CHANNELED BY A FORGOTTEN RACE OF OLD STONES INTO A SINGLE SHARD.	
	After she receives a fatal strike, Fury's Health is partially restored. This item must be consumed to function. Initial Cost: 1,000 Souls Sell Price: 500 Souls

VULGRIM'S OTHER ITEMS

Vulgrim has more to offer than just consumable items. Though his prices are high, especially for artifacts, the option to buy crafting ingredients when needing just one or two (especially when Fury only needs smaller Slivers or Fragments of Adamantine) is appreciated. He also stocks a very useful weapon enhancement that should be bought early on: the Fortifier enhancement. Fortunately for Fury, Vulgrim's prices for crafting ingredients do not increase with each purchase, though his supply is limited.



Ingredients

Essence of a Chosen	1,500	x1
Demonic Artifact	1,500	x2
Angelic Artifact	1,500	x1

Demonic Artifact

Cloaked in darkness, the artifact emits the faint screams of cursed souls.

A Demonic Artifact can be used to augment a Weapon Enhancement. Ulthane should be able to make use of it.

"The Dark Prince ordered the creation of many relics, born of the suffering of The Dark Kingdom's lost and tortured. They

We don't recommend ever doing it, but you can sell crafting ingredients to Vulgrim.

Ingredients for Sale

ICON	ITEM	BUY (SOULS)	QUANTITY	SELL (SOULS)
	Angelic Artifact	2,000	8	1,000
	Demonic Artifact	2,000	8	1,000
	Sliver of Adamantine	800	Infinite	200
	Fragment of Adamantine	2,400	Infinite	600
	Piece of Adamantine	4,000	Infinite	1,000
	Chunk of Adamantine	—	—	5,000
	Essence of a Chosen	5,000	1	5,000

Special Items

Vulgrim has but two special items for sale, including one that's a critical aid to your journey. Purchase the Unfocused Leviathan weapon enhancement as soon as you can, and certainly prior to hunting Avarice. The steady Health regeneration and the ability to gain Lurchers from broken objects more than offset the price. Read more about this and the other weapon enhancements in the Weapons and Enhancements chapter.

Unfocused Leviathan

THOUGH YOU ARE SIBLING TO HE WHO HATH SLAIN ME, I WILL AID YOU FOR A TIME.	
	+3 Lurchers when breaking objects with this weapon +30 Health regeneration per minute Cost: 5,000 Souls

Rejuvenation Core

	This stone automatically increases the amount of Health restored by Nephilim's Respite by 75. Cost: 5,000 Souls

DARKSIDERS III

Forces of Chaos

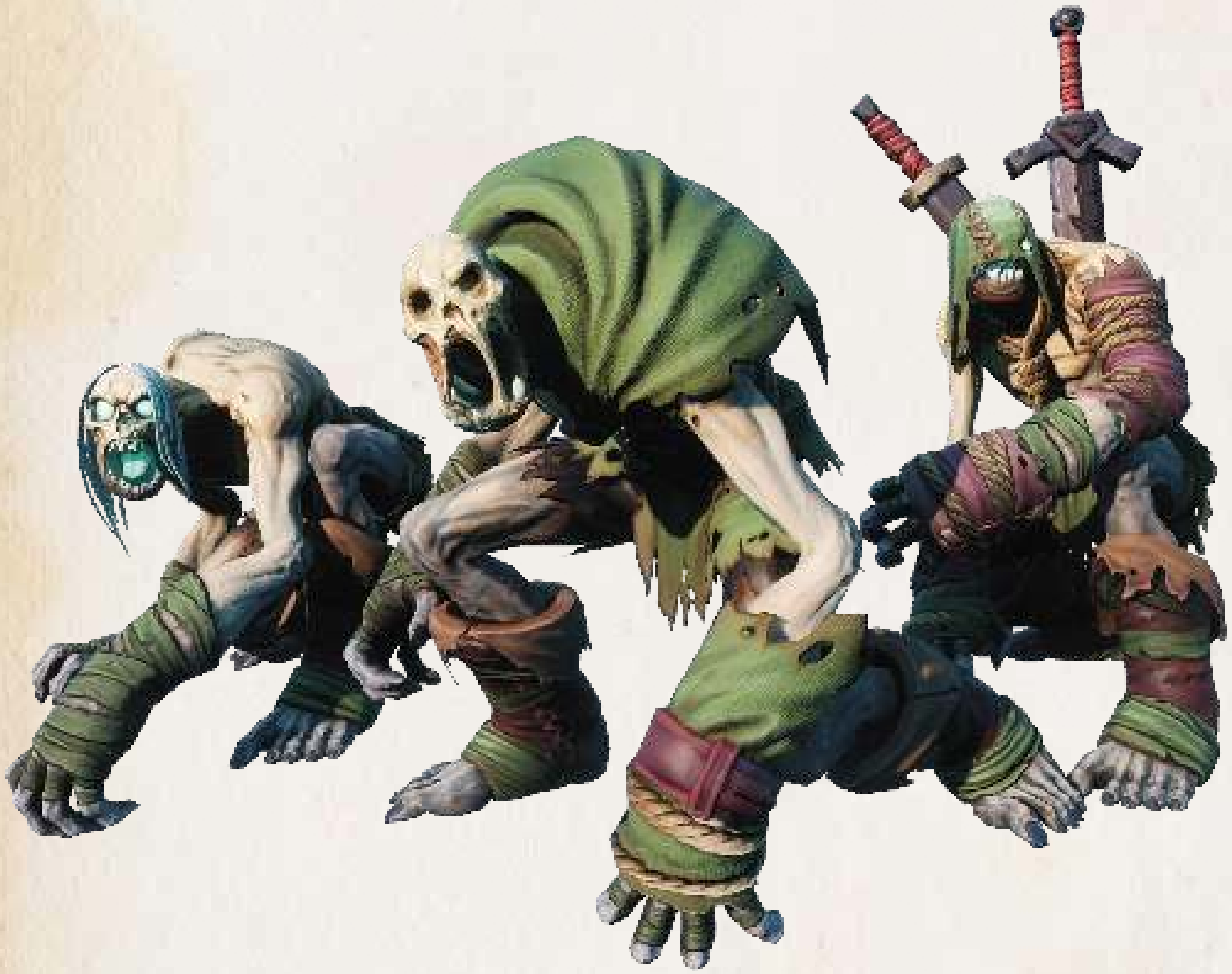
Creatures of the Apocalypse

With Angels and Demons locked in a bloody war and the Apocalypse underway, the creatures of Earth—humanity included—had little chance of surviving. Though a few Human stragglers remain, the majority of those who now roam the planet are of no Godly design. In their place lurk demons, skeletons, and foul creatures of every size and color, no doubt the full palette of stuff nightmares are made from.

This chapter introduces the bulk of these creatures, minus several surprises lurking in the foulest recesses of apocalyptic Earth. Some are deadlier than others, particularly those resistant to Fury’s Arcane and Hollows powers. Yet, even the lesser foes can prove dangerous in numbers. So study up, learn your foes’ weaknesses and their tendencies, and rend every last Lurcher from the horrible creatures!

DARKSIDERS III

Swarm



Primary Region: Haven, Bonelands

ENEMY	SIGNATURE ATTACK
Swarm	Lunging claw swipe
Swamp Swarm	Toxic Spore toss

Cursed with tempers as unfortunate as their appearance, the Swarm aggressively defend the remnants of Haven, the ruined city they now call home. These hunched-over creatures are often spotted in small groups, clinging to cliffs and cave walls, ready to leap down atop Fury when she's least expecting it. Though some are adorned with twin swords on their back, most rely on their claws in combat. The Swarm are among the least deadly enemies Fury will encounter, but even they can prove dangerous in large numbers.

The Swamp Swarm, lurking primarily in the Bonelands (and a water-logged building in the Skyscraper region of Haven), are similar in size and appearance, but are more durable. Swamp Swarm also possess the ability to hurl toxic spores at Fury. These spores explode on contact, releasing a small but dangerous cloud of noxious fumes.

DARKSIDERS III

Forces of Chaos

Sycophants

Primary Region: Haven

ENEMY	SIGNATURE ATTACK
Red Sycophant	Melee weapons
Ranged Sycophant	Throwing daggers
Green Sycophant	Melee weapons
Black Sycophant	Delayed uppercut
White Sycophant	Dual-wielding blades
Sycophant Captain	Charged mace attack
Winged Sycophant	Teleport dual-stab

The most common class of enemy is undoubtedly the Sycophant. These gangly Demons inhabit nearly every corner of Haven and beyond, using their claws in the war against the Angels, tearing Humans from limb to limb, and thriving in the ruined cityscape. It's not uncommon to find a small gang of Sycophants lingering around a campfire cooking a shank of some grotesque meat.

The Red Sycophants and Green Sycophants pose little threat, as their attacks are slow and weak. Close on the Ranged Sycophant as soon as you spot him to neutralize his throwing blades.

The rarer, deadlier Black Sycophant, Sycophant Captain, and White Sycophant are not to be taken lightly. These powerful foes attack with charged attacks (be patient when dodging so as to not evade prematurely), are quite a bit faster, and, in the case of the Winged Sycophant, can even teleport. Fortunately, even the toughest of the Sycophants are primarily standard melee combatants and can be defeated with basic evade-and-counter tactics.

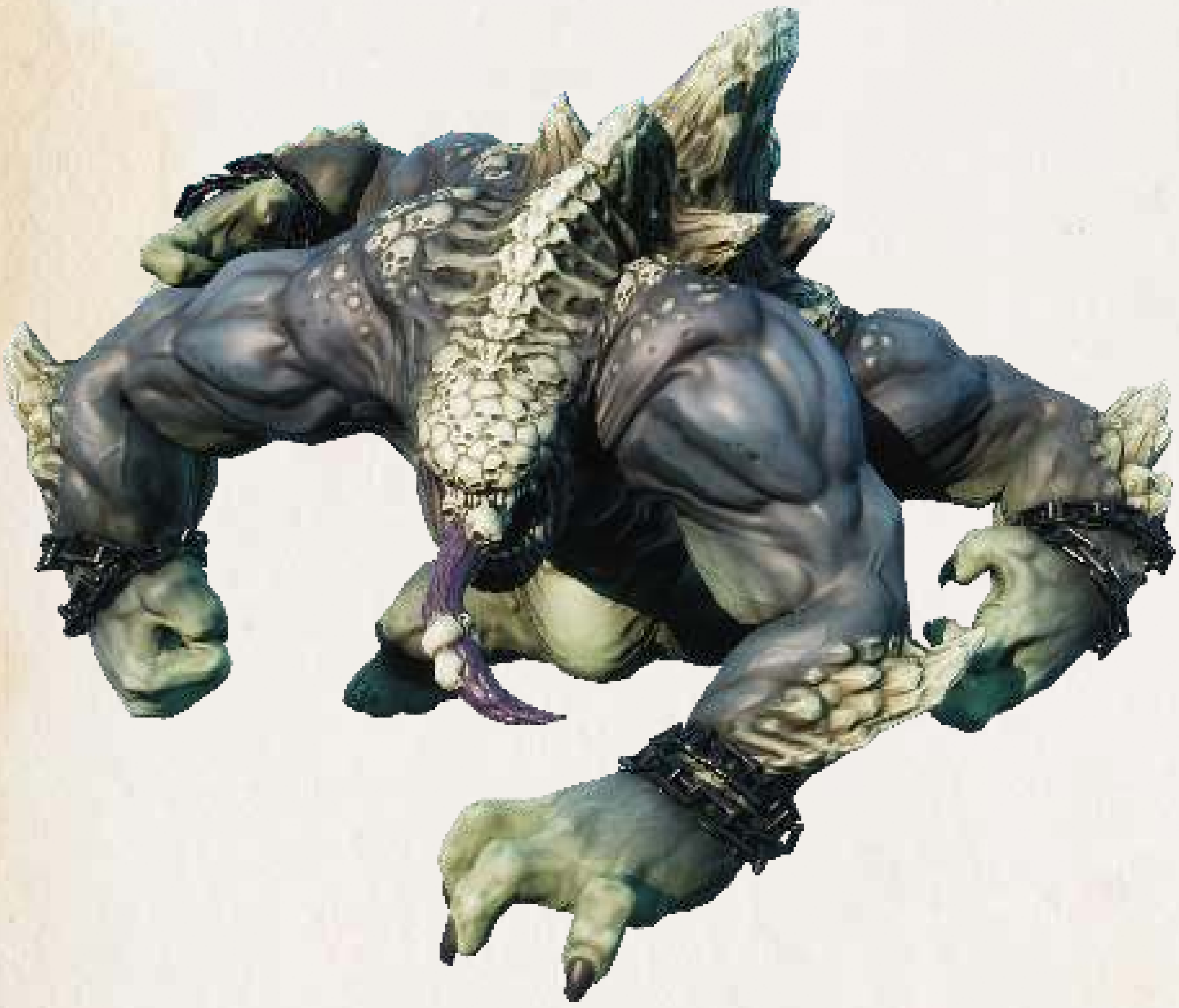
➤ DELAY YOUR DODGE!

Some of the more powerful Sycophant attack with delayed, charged attacks. They try to trick you into dodging early with a slight feint. Be careful not to dodge too soon, especially against the Black Sycophant's powerful right-hand attack.

DARKSIDERS III

Forces of Chaos

Suffering



Primary Region: Haven

ENEMY	SIGNATURE ATTACK
Suffering	Leaping ground pound

Often found tucked in a ball, their six mighty legs curled beneath them as they sleep, these dinosaur-like creatures sure don’t like being disturbed. And nothing gets their attention faster than someone—a Horseman, perhaps—attempting to steal a nearby item.

The Suffering attacks like a raging bull, albeit with four front legs that it uses to pulverize anything in its way. From parked cars to other enemies, nothing is safe when the Suffering gets going. At close range, it will attempt to pound its target into submission with its massive fists. Those who fail to dodge its leaping approach will be subject to a double pound attack.

Fortunately, the Suffering has all the agility of a locomotive and can be easily dodged. Unable to turn at short notice, the beast charges in a straight line, determined to attack a location rather than a moving target. This makes it easy to dodge aside and then attack its rear as it stomps whatever is in front of it.

Although it can leap, it’s possible to flee the Suffering, especially by Flame Jumping to higher ground. Beware, however, that it can rip boulders from the ground and hurl them with surprising accuracy.

Primary Region: Nether

ENEMY	SIGNATURE ATTACK
Chain Spider	Pounce
Sloth Bug	Pincer swing
Mosquito	Stinging jab
Brood Mother	Mandible charge
Brood Mother Spawn	Poison explosion
Mimic	Stabbing pincer
Spidercrab	Charging uppercut
Harvestor	Five-hit combo
Poison Mosquito	Toxic explosion
Blue Mimic	Double-stabbing attack
Scarab	Powerful claw swing

The numerous insect-like creatures inhabiting the Nether (and other regions) are fond of launching surprise attacks, often bursting forth from eggs and cocoons without warning. Fortunately, many of them can be squashed quite readily. Others, however, are not only larger but far more vicious in their attacks.

The Mimic is particularly deadly thanks to its lightning-quick combo attack and poisonous projectiles. Often in a cocoon or curled up like a statue, these creatures are best tackled from the air. The Spidercrab lacks a ranged attack but sprints toward its target, striking with a double uppercut swipe. Dodge to the side as it begins its charge, else it will continue right for where Fury lands.

Care must be taken around airborne enemies, especially those glowing green or red, as they explode on contact, inflicting heavy damage and tremendous knockback. Best to give them a wide berth unless you can destroy them and their hive with Salvation.

TURNED TURTLE

Use the Flip Saw attack to knock a Sloth Bug or Scarab on its back, rendering it as helpless as an upside-down turtle. Slash away with Scorn as it struggles to right itself.

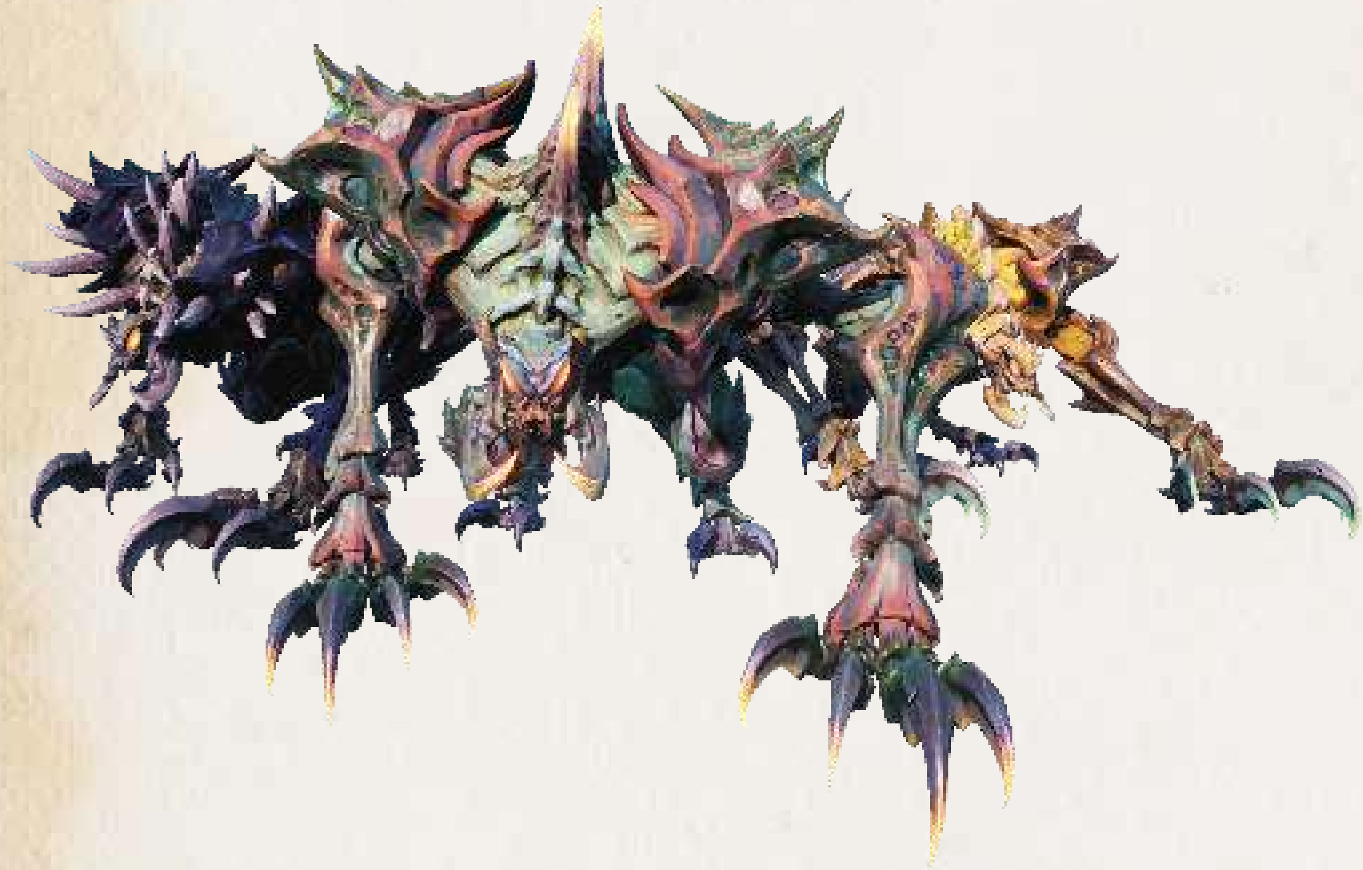
The larger, almost boss-like Brood Mother and Harvestor are fortunately quite rare and lurk only in select caves deep within the Nether. These foes are addressed specifically within the walkthrough, though standard combat tactics generally apply. They're not wholly unlike their smaller brethren.

BOMB BUGS, NO BOTHER

The docile Bomb Bug poses no threat and should not be considered a foe. In fact, its presence is universally a good thing, as it helps Fury to bypass an otherwise impassable obstacle, especially early in the game when her abilities are limited.

DARKSIDERS III

Minions



Primary Region: Nether

ENEMY	SIGNATURE ATTACK
Red Minion	Leaping swipe
Blue Minion	Summon backup
Black Minion	Charged claw swipe
Green Minion	Aggressive swipes
Ranged Minion	Thorn-like projectiles

The various Minions are among the most common enemies in the game and the closest in size to Fury. Burlier than the Sycophants and lacking their weaponry, the Minions attack with ravenous speed and razor-sharp claws.

Like many enemies, the Minions can be identified by their color, with red being among the weakest and the black ones being the deadliest (often with red eyes, denoting an enemy that won't respawn). With the exception of the Black Minion, the Blue Minion is the one you should focus on first, as it's capable of calling for backup.

Try to isolate the Minions by getting their attention one at a time, or, if that's not possible, aim to keep Fury's back against a wall so they can't surround her. These enemies are not terribly difficult to defeat, especially once you get the hang of the Arcane Counter maneuver, but they pose a legitimate threat when in a gang.

The base of the main stairs in Splintered Station is one area where things can get tricky. Watch your Health carefully here and don't hesitate to activate Havoc Form if the Blue Minion summons backup or if Fury gets surrounded. Activate the Flame Hollow and try to Flame Jump into a Chimera's Growl to escape being surrounded. Better still, trigger either the Immolation or Cataclysm Wrath attack to knock them back.

DARKSIDERS III

Forces of Chaos

Skeletons

Primary Region: Hollows

ENEMY	SIGNATURE ATTACK
Skeleton	Swipe
Skeleton Sword	Jumping swing
Armored Skeleton	Charge attack
Skeleton Archer	Archery attack
Enraged Skeleton	Delayed overhand swing
Undead Champion	Heavy armor and sword

Visitors to the Hollows are quickly introduced to the many forms of Skeletons that call the region home. Often animating from piles of bones, these rattling, shambling horrors attack en masse, with their numbers rivaling those of the Nether's many insects.

Though the most common form of Skeleton is the unarmed, naked Skeleton, most pose a far more significant threat. It's natural to have your focus drawn to the Skeleton Sword and Armored Skeleton, but it's important to listen for the sound of a Skeleton Archer letting an arrow fly. Dash across the battlefield to the Skeleton Archer and dispatch it quickly. Though its green-glowing arrows may not be terribly dangerous, Fury can't afford to have it interrupting her attack when she's surrounded by other enemies.

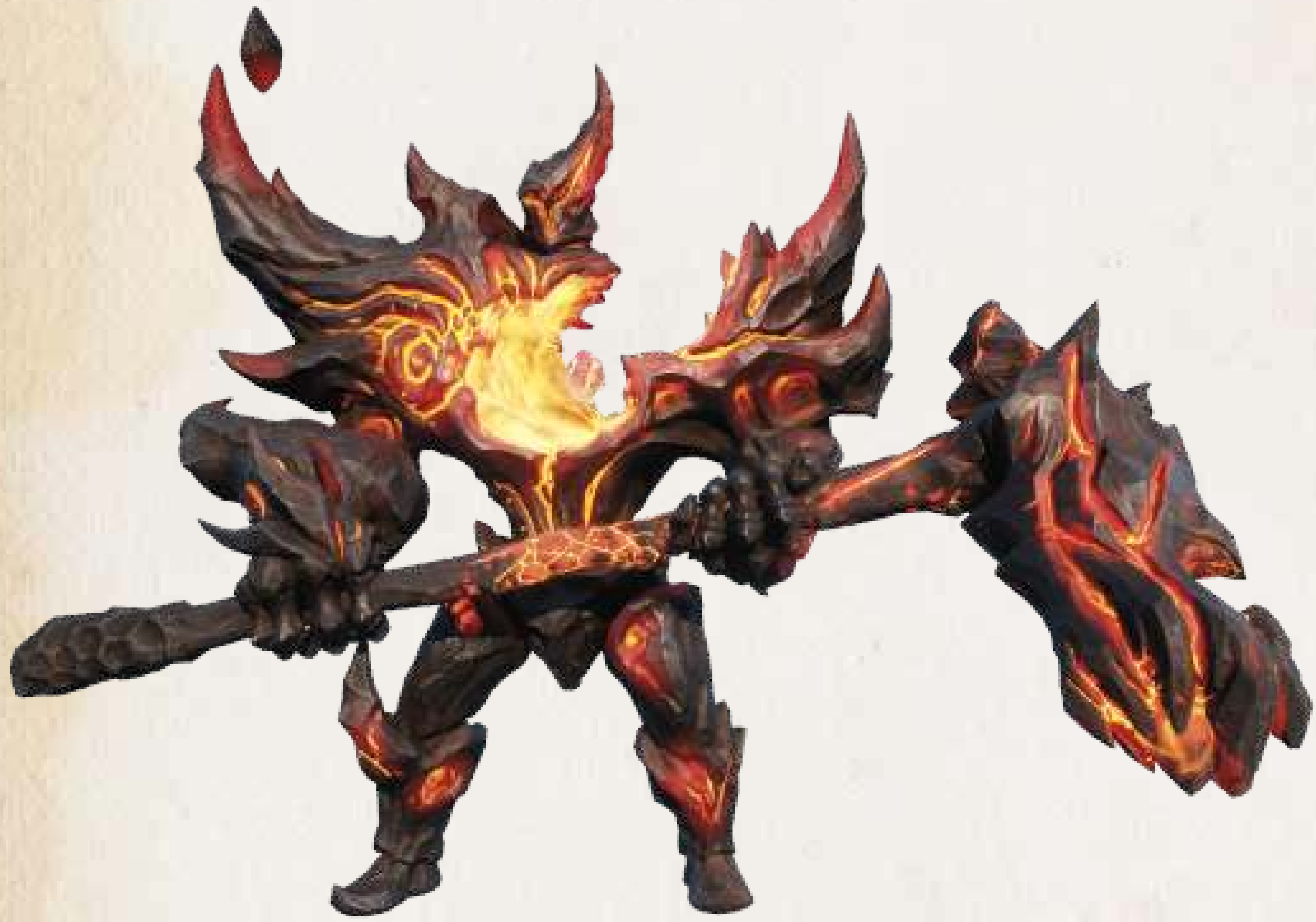
The Gravel Grinder and other area-of-effect attacks are quite useful for shattering the bones of the Skeletons and knocking back the armored foes, but dealing with the Armored Skeleton takes patience and variety. Mix up attacks by incorporating crossover attacks, such as the Flicker or Spark, to break through its defenses. The Armored Skeleton is quite capable of blocking attacks indefinitely if Fury doesn't mix up her approach.

The Skeleton Sword may swing its sword in a slow, looping arc at close range, but it can also perform a jumping overhand attack that inflicts moderate damage. Similarly, the Armored Skeleton also poses a threat from afar thanks to its ability to throw its sword. This particular foe also appears sporadically in an enhanced version. The Enraged Skeleton has a glowing torso and packs the biggest punch of all Skeletons. Beware the charged overhand slam, as it inflicts heavy Arcane damage. Like the Black Minion and Black Sycophant, the Enraged Skeleton is a rare entity that won't respawn once slain.

DARKSIDERS III

Forces of Chaos

Lava Creatures



Primary Region: Hollows

ENEMY	SIGNATURE ATTACK
Lava Abomination	Lava bomb throw
Lava Brute	Overhand axe swing

Living within the molten rivers of the Hollows are two entities seemingly born of fire and steel, with neither blood nor bone between them. The Lava Abomination, smaller in size but often emerging from the lava unexpectedly, hurls molten rocks from afar while marching toward Fury in a steady motion. Once close by, this creature shifts to a melee attack and punches and swipes without hesitation. It's not unheard of for one Lava Abomination to pin Fury in the corner while another hurls rocks from a safe distance.

Lure the Lava Abomination onto solid ground, where Fury's greater agility can keep her out of harm's way. Though it's possible to Arcane Counter, it can be effective to maintain the offensive. Don't give the Lava Abomination the chance to get the upper hand.

The Lava Brute is similar in appearance but much larger and wields a mighty axe. This slow-moving guardian attacks by swinging his axe three times in quick succession. The initial two swings are horizontal, but the third is an overhand attack that gets stuck in the ground. Dodge all three, but wait to counter until his axe is lodged in the ground. Despite his size and the strength of this attack, the Lava Brute is not terribly difficult to beat. But it's in death where the Lava Brute is perhaps most dangerous. Unlike other enemies that silently fade from existence, the Lava Brute explodes with a vengeance upon receiving a fatal blow. Back away quickly, else Fury may join him unexpectedly.

DARKSIDERS III

Forces of Chaos

Undead

Primary Region: Bonelands

ENEMY	SIGNATURE ATTACK
Green Undead Angel	Teleport ground stab
Undead Angel Raider	Halberd plasma arc, vertical/horizontal
Undead Scribe	Massive arcane energy blast
Undead Angel	Purple broadsword
Undead Penitent	Summons a variety of Swamp Swarm
Armored Undead Raider	Heavy broadsword
Undead Beast	Ground pound, arcane flame
Red Undead Angel Raider	Arcane projectiles, fast
Undead Angel Brute	Fights like Flame Warden

Many of the varieties of Undead encountered in the Bonelands and elsewhere share the general appearance and behavior of the Swarm, Minions, and Angels of their former life. Demons then, and demons now. Only undead. But several unique species warrant specific attention.

The Undead Angel Raider may resemble an Angel but this enemy has the ability to teleport. Stay on the move whenever they disappear, as they'll likely reappear mid-attack.

Of all the undead creatures to be wary of, the Undead Scribe tops the list. This hideous brute floats around the environment on his throne, firing a mighty energy beam from moderate distance. Those who dare get close enough to attack him must contend with the disgusting claw-like appendage that emerges from his stomach. Fortunately, the Undead Scribe is sometimes distracted by other enemies in the area, particularly Angels. Use this to your advantage whenever possible. And, when not, don't hesitate to employ Havoc Form against him.

Another creature to take seriously is the Undead Beast Not only does it possess the ability to emit a powerful Arcane projectile attack, but its razor-like claws and sky-high ground pound abilities can inflict heavy damage as well. Scan ahead for this creature's presence (each encounter is detailed in the walkthrough) and eliminate any lesser nuisances before engaging it in combat. As with the Undead Scribe, don't hesitate to unleash your Wrath Attacks or Havoc Form against this foe. Or, if that is impossible, run away. Not every enemy has to be engaged.

At the other end of the undead spectrum is the Undead Penitent. Though capable of launching an Arcane projectile from its lamp, this creature primarily stands back from the fray, preferring to summon a steady stream of Swamp Swarm for Fury to contend with. Neither the Swamp Swarm nor the Undead Penitent poses much of a threat (except to distract you from greater threats), and you should take a few minutes to farm the Swamp Swarm for Lurchers whenever the Undead Penitent is around.

DARKSIDERS III

Forces of Chaos

Angels

Primary Region: Bonelands

ENEMY	SIGNATURE ATTACK
Angel	Fly while fighting
Angelic Champion	Shield Slam

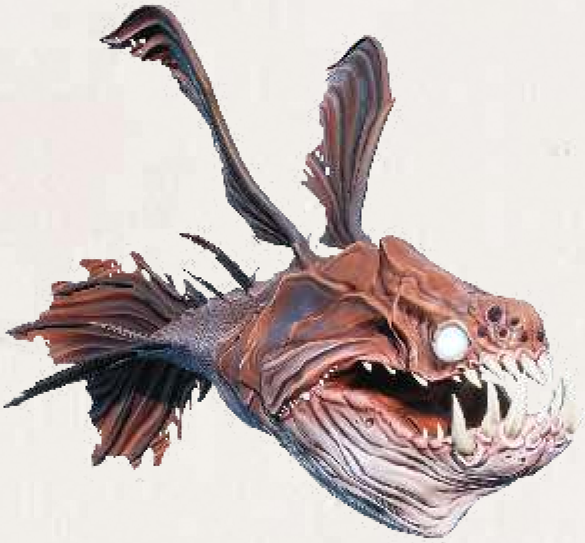
Battles against Angels are rare but are certainly made memorable by the Angel's ability to fly. Though it's tempting to Flame Jump and try to burn them as they swoop by, it's best to time your attacks on the ground and force them to fight Fury on solid ground. Once out of the sky, their advantage is largely neutralized. Though their broadswords can inflict moderate damage, their attacks aren't difficult to dodge. Chances are, there will be some Minions or Undead in the vicinity to draw their attention from Fury.

The Angelic Champion is encountered once, deep within the Angels' headquarters at the Bonelands. This mini-boss has its own unique set of combat tactics

DARKSIDERS III

Forces of Chaos

Fish



Primary Region: Depths

ENEMY	SIGNATURE ATTACK
Demon Fish	Fly while fighting
Deep Lurker	Tentacle swipe
Walking Deep Lurker	Poison projectile

There aren't many enemies in the Depths, leaving Fury to focus on navigating the watery passages of the flooded zone. Nevertheless, there are several threats to be aware of, including two that will require her to activate the Force Hollow, as that's the only way she can attack underwater.

Though it's easy to swim past the Demon Fish, these fast swimmers typically attack in groups and are worth eliminating on sight. A single slash of the Barbs of Scorn is all it takes to kill them. Conversely, the Floating Mine emerge from the pitcher-like seafloor plants and detonate on contact. Dash past them before they home in on Fury's location.

Like the Demon Fish, the Deep Lurkers often attack in multiples, but these creatures are more deadly. They'll swoop down around Fury's position and lash out with their numerous tentacles. The only way to repel them is to switch to Force form and strike them with the Barbs of Scorn or Mallet of Scorn. We recommend the former, as the Mallet is quite slow to swing against agile enemies. The Walking Deep Lurkers attack in similar fashion but add a toxic projectile to their arsenal of attacks. Close on them quickly!

DARKSIDERS III

Forces of Chaos

Legion

Primary Region: Scar

ENEMY	SIGNATURE ATTACK
Phantom Wretch	Pickaxe swing
Phantom Guard	Axe attack
Trauma	Claw uppercut attack
Phantom Guard Ballister	Throws spear from afar
Phantom Guard Captain	Shield slam, frenzy call
Taskmaster	Summons a clone to attack

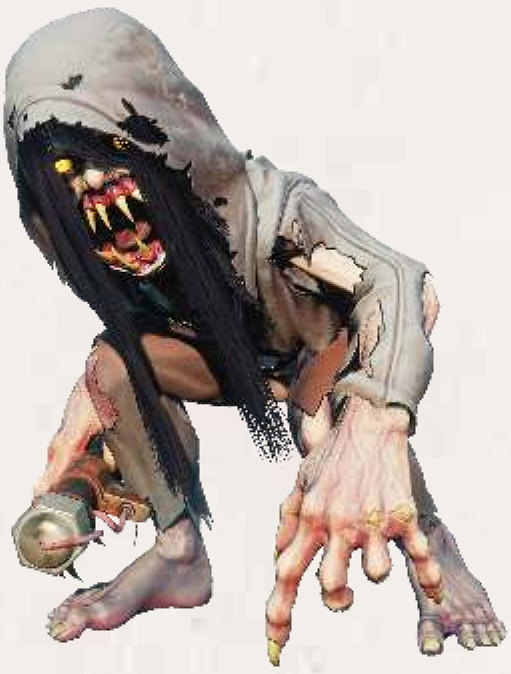
The various Phantoms that work at and guard the area of Scar share similar traits but pose different levels of threat. The Phantom Wretches are quite weak and can be dispatched easily, but the units that watch over them, particularly the Phantom Guards, are much tougher. These enemies not only possess much greater durability and strength, but also they can use their horn to call for reinforcements.

When fighting a group of Phantoms it's often best to ignore the Phantom Wretches, because they will likely get struck by the backswing of Fury's various attacks. Consider them collateral damage as you focus on the mid-tier enemies. Assuming a Trauma isn't present, Fury should work to eliminate the summoned enemies—typically on the order of a Phantom Guard—first, before the horn is blown again, thereby stirring them into a frenzy.

The Trauma and Phantom Guard Captain are much larger foes, often alone or with only one other enemy by their side. These enemies are best handled with either the Force Hollow or Stasis Hollow active, so as to be able to use their potent Wrath Attacks. Activate Stasis Shield or Cataclysm at the first sign of danger, especially if other enemies attack or if you're out of Nephilim's Respite. Their attacks aren't particularly hard to dodge at this point in the game, but Fury has come too far to take any unnecessary risks by the time she reaches Scar.

DARKSIDERS III

AVARICE CHILD

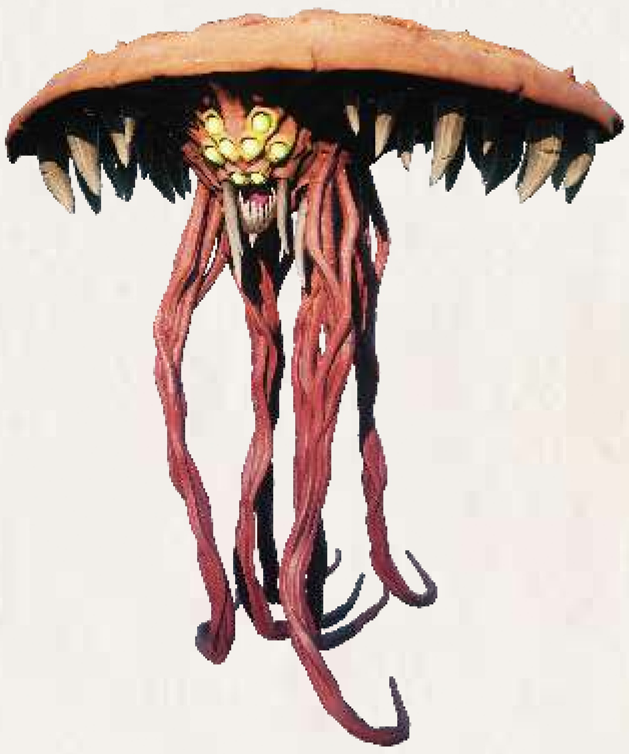


Primary Region: Nether

ENEMY	SIGNATURE ATTACK
Avarice Child	Bomb Toss, Traps

The knee-high children scampering about in the corner of the museum section of the Nether are neither cute, nor harmless. These feral bomb-tossing Avarice Children will do their best to lure Fury into one of the many traps they've laid in defense of their territory. Dodge their explosive bombs and close on them carefully as you zigzag around the many tripwires.

MANSK

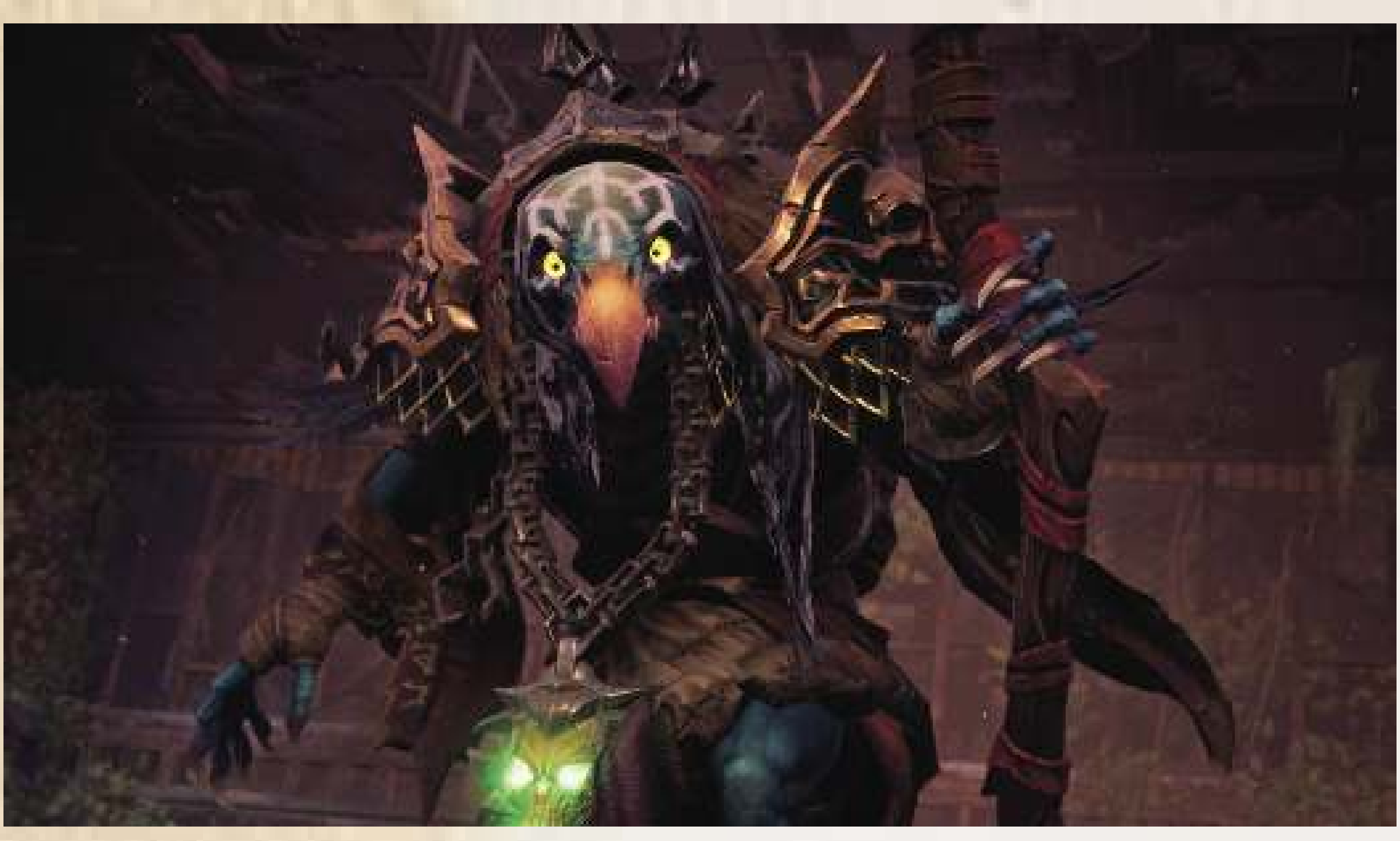


Primary Region: Bonelands

ENEMY	SIGNATURE ATTACK
Mansk	N/A

One of the largest creatures Fury will encounter in her journey, the Mansk is utterly harmless. This jellyfish-like creature seemingly floats above the ground, suspended by its lengthy tentacles, and only moves when struck by Fury's weaponry. Lash out with Scorn to drive it in the direction where you could use some additional height. Flame Jump onto Mansk or climb its tentacles with the Action button. Either way, this creature exists as a living, moving platform for Fury to use as needed.

DARKSIDERS III



A hundred years have passed since Fury stood alongside her brothers before the Charred Council. A century spent waiting. And waiting. Finally, the time for action has come. She is dispatched to an apocalyptic Earth, tasked with hunting the Seven Deadly Sins. She arrives amidst the ruins of a once great city, now teeming with all manner of foul creatures who have no place in the Kingdom of Man.

Fury's Path

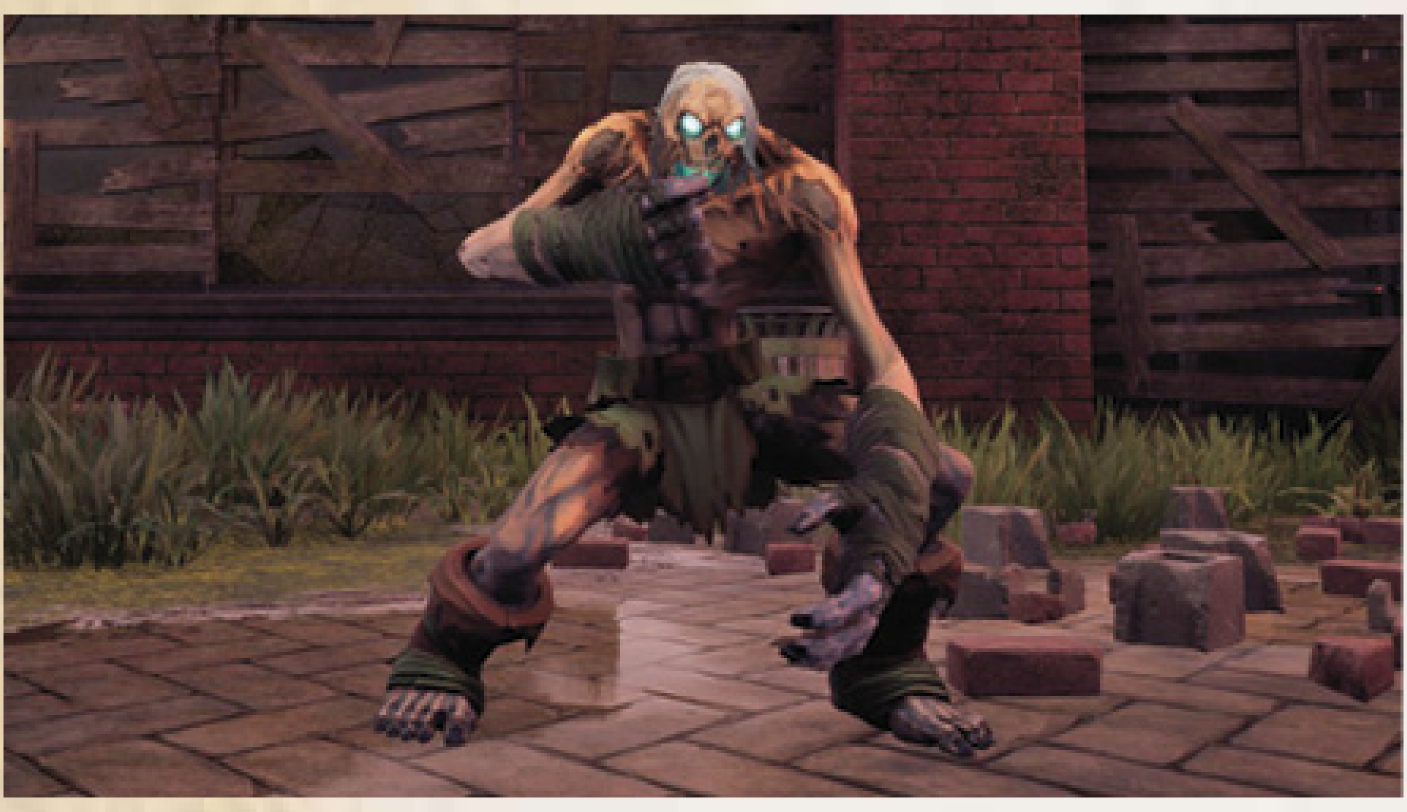
Learn basic attacks and the Arcane Counter.

Perform a whip swing.

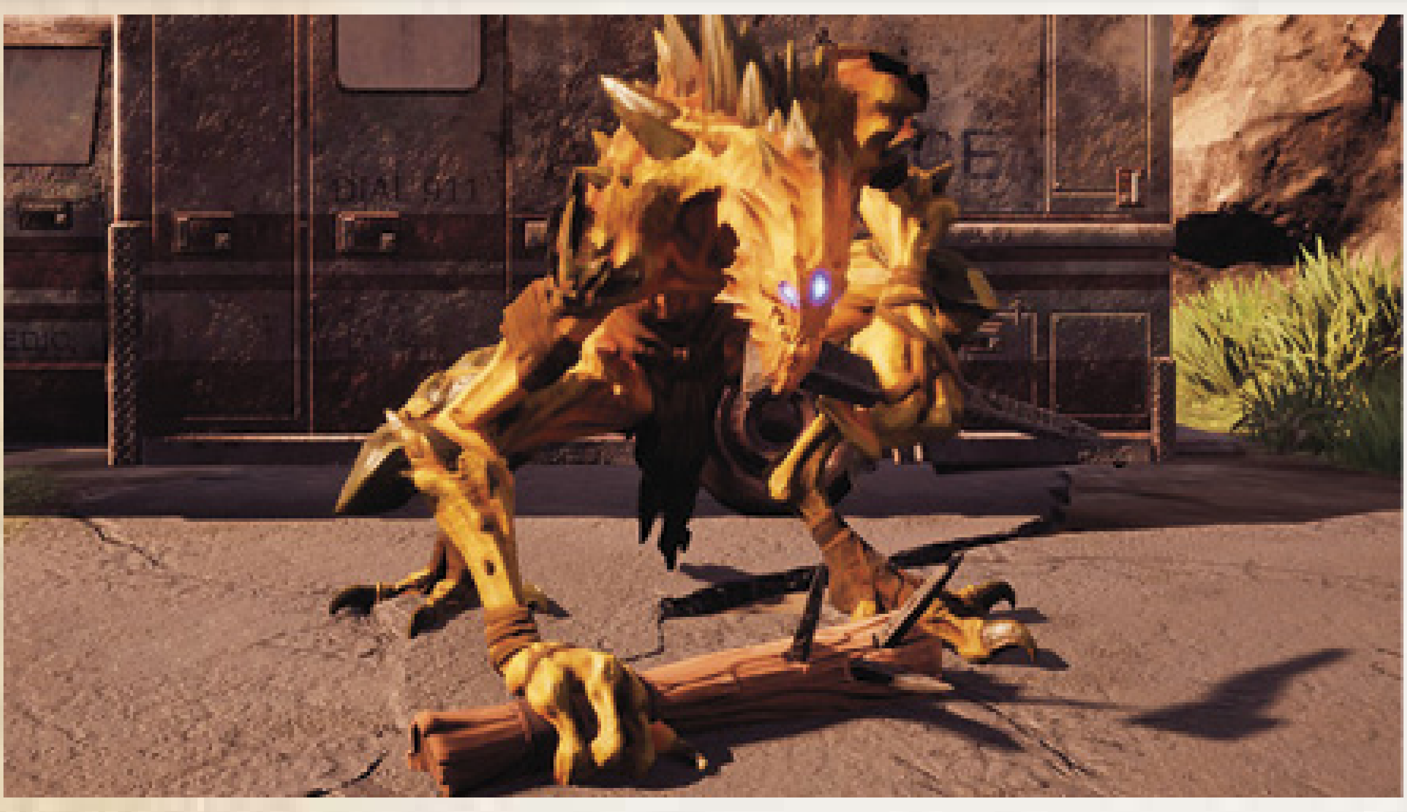
Capture Envy in the Talisman of Sin.

Battle Prep

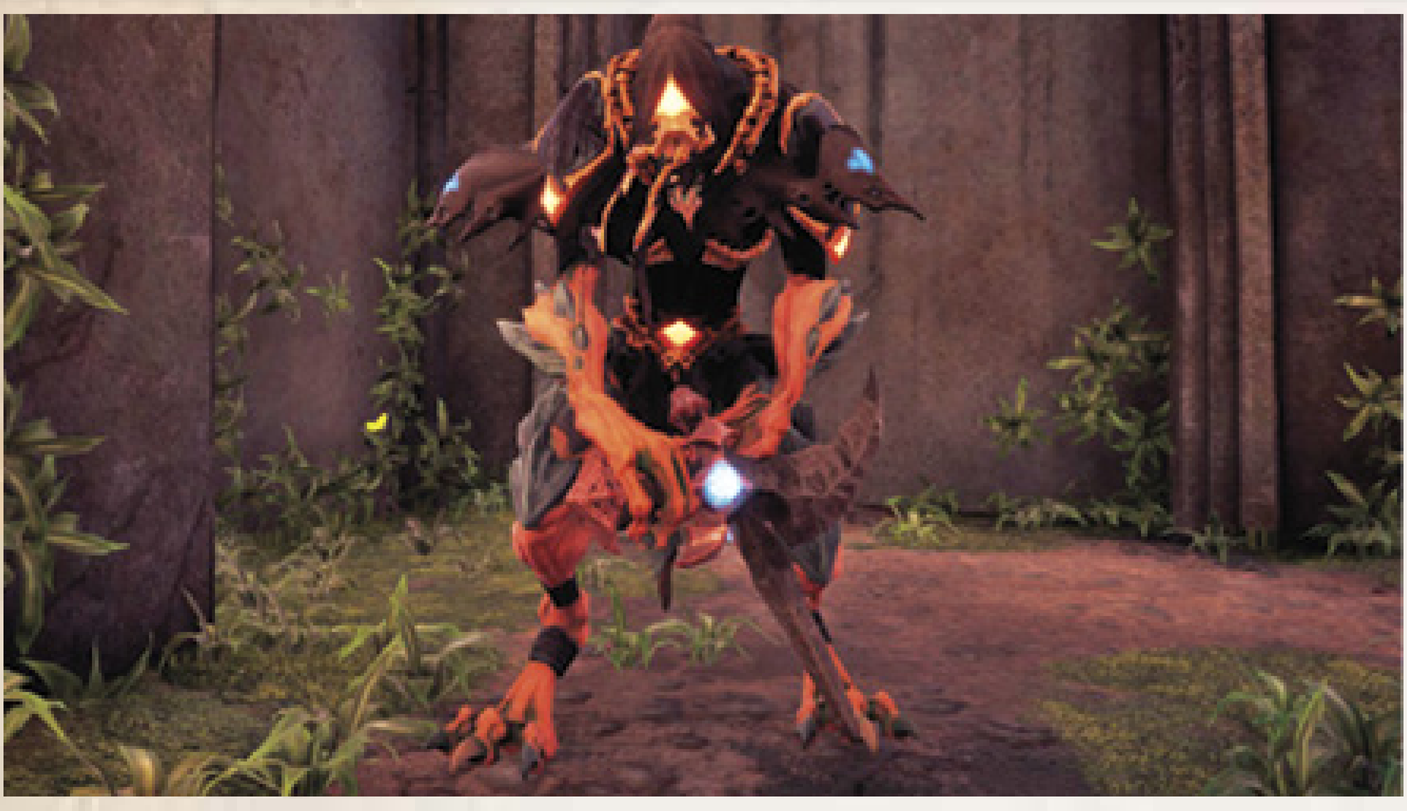
New Encounters



Name	Swarm
Class	Swarm
Habitat	Haven
Threat Level	Low



Name	Red Sycophant
Class	Sycophant
Habitat	Haven
Threat Level	Low



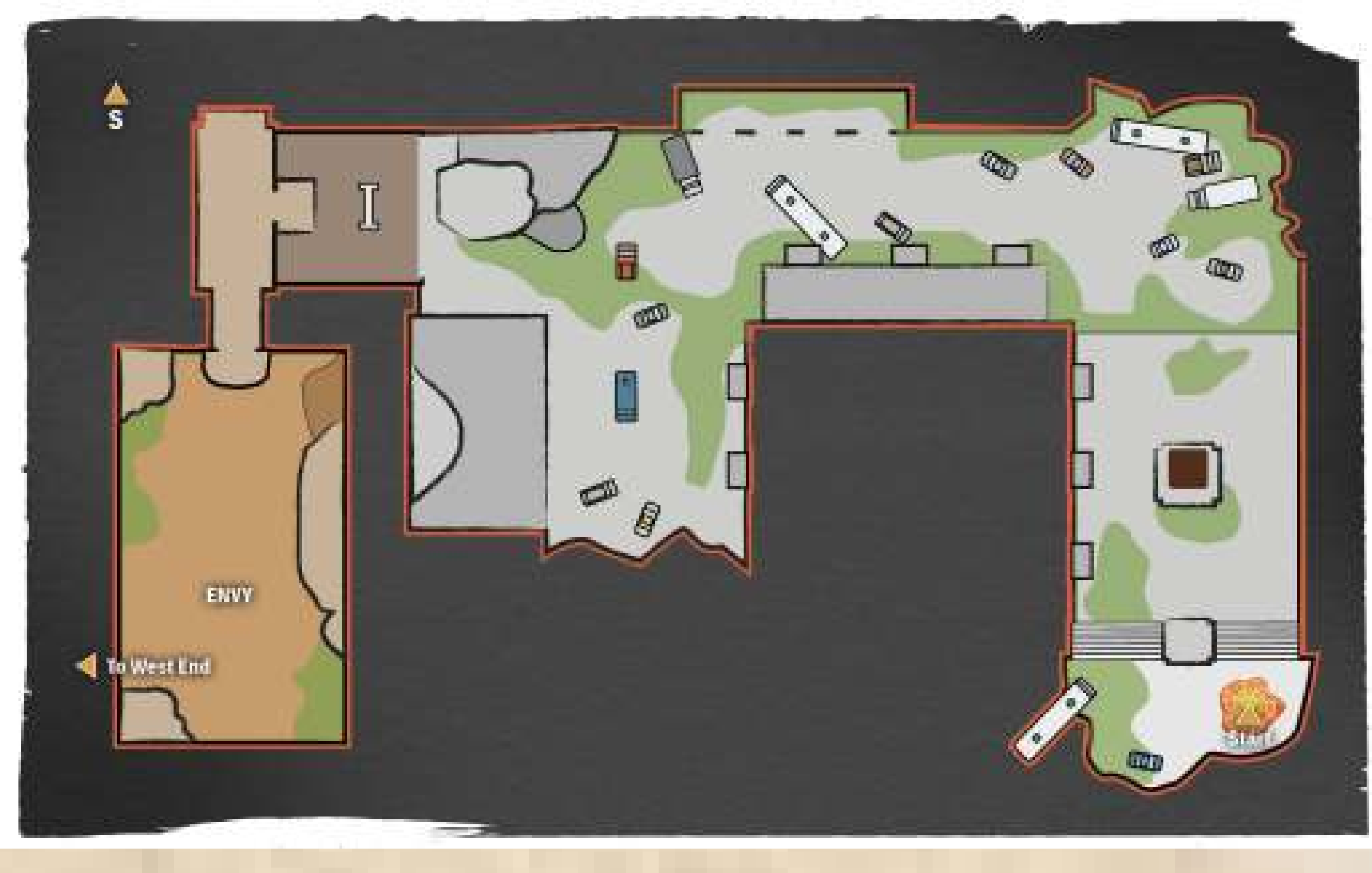
Name	Ranged Sycophant
Class	Sycophant
Habitat	Haven
Threat Level	Moderate

Fury begins her hunt with only her Barbs of Scorn and two Nephilim's Respite. Make the most of the few enemy encounters present at the Crater, as the boss battle comes quickly. Aim to isolate your foes one by one; be patient and allow them to attack first. Dodge their attacks, then execute the Arcane Counter technique. This skill will prove vital in your fight against Envy.

There are no upgrades available at this point and only a Small Healing Shard to collect in this brief opening area. Don't swing across to the building until you have collected 200 Souls from the enemies and filled the Wrath Meter.

Envy

Haven: Crater



ATTACK, DODGE, AND EXECUTE AN ARCANE COUNTER

The Swarms milling around the statue near the impact crater pose your first minor threat. Allow them to attack one by one and then beat them back with the Barbs of Scorn. It only takes three quick strikes to defeat each of them.

Press X to attack

Fury makes quick work of fodder like this Swarm.

The Red Sycophant near the traffic light on the road is a different story. This armed foe is faster and dual-wields melee weapons. Focus on it, wait for it to attack, then dodge. Immediately perform an Arcane Counter to unleash Fury's inherent Arcane power. Most enemies won't perish from a single Arcane Counter, but this one will. A second identical Red Sycophant approaches as you near the bus.

Focus, dodge the attack, then counter.

There's a Ranged Sycophant off to the right of the bus. Get the drop on him by sneaking up behind the columns. He's less of a threat at close range, especially when he doesn't see you coming. Ranged enemies pose a major threat when you're in the midst of fighting other enemies. Listen for the telltale sound of an enemy attack and dodge away, even if you're currently focused on another enemy. When at all possible, dash forward to the ranged attacker and dispatch it first.

Whatever their contents, these yellow pickups are critical.

Charge the enemy near the fire spit, hit it with a Flip Saw, then collect the Small Healing Shard by the grass. Normally, you wouldn't want to use it unless necessary, but it's important to save your Nephilim's Respite for the upcoming fight with Envy.

INCANDESCENT REMAINS

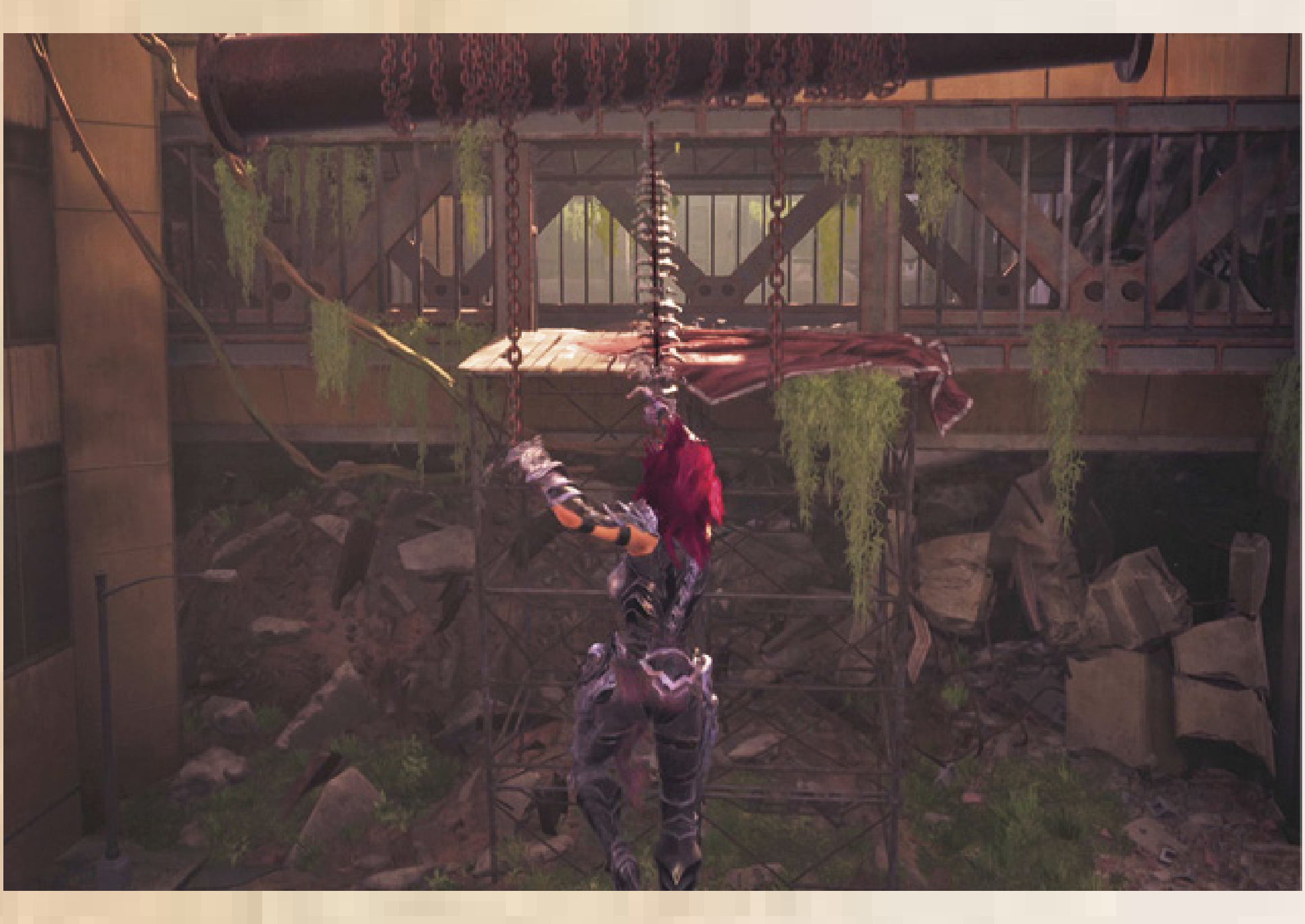
Items of all types are found scattered throughout the world, and they all appear as yellow balls of light, such as this one. From Lurcher Crystals to Healing Shards to crafting ingredients and weapon enhancements, there's no telling what the items will be, but they're always worth grabbing.

These items can be found out in the open (often hinting at a side area to explore), are dropped by enemies you defeat, or are even within breakable objects. Always take a moment to smash the many breakable objects decorating your surroundings.

WHIP SWING TO THE BUILDING

Envy isn't far, but you'll need to get across the chasm between the street and nearby building. Jump and double-jump up the terraced ground near the pit and spot the chains and pipe suspended by the crane. Double-jump for the pipe and then whip swing across to the building.

Take a moment to whip swing back and forth across the gap to get a feel for the maneuver. Fury can double-jump into a whip swing and also jump again after releasing her whip. Aim to release from the whip swing when she's nearing her max height but still maintaining forward momentum.



Whip swing until Fury is just below max height, then release.

Envy is directly ahead. Use the Small Healing Shard if you've taken moderate damage but still have at least half of your health. Use a Nephilim's Respite if heavily damaged; otherwise, advance down the hallway.

➤ CHECK YOUR DIFFICULTY

The battle against Envy can be humbling. Hopefully, with the tactics outlined here, you'll breeze your way to victory with minimal trouble. If, however, you find yourself dying over and over, stop now and start over on an easier setting. Darksiders III can be a challenging game for those unaccustomed to action-adventure games. There's no shame in playing it on Easy mode your first time through.

➤ WRATH SHARD NEARBY

Smash the debris beneath the suspended pipe to find an item pickup. Though many item drops are random, this one is consistently a Wrath Shard.

ABOUT THE WALKTHROUGH MAPS

The maps included throughout the walkthrough aim to help in navigation, as well as collecting valuable items and locating missing humans. Only those items accessible during your initial visit to an area are shown on these maps, so as to avoid confusion. Only items placed in the open (not dropped by breakable objects or fallen enemies) are marked. Rather than clutter the maps with countless Lurcher Crystals and consumables, the maps focus on the most valuable items.

Of course, there are many, many items hidden in out-of-the-way areas that can only be reached after Fury has gained her full assortment of powers. For help in locating these items, consult the maps in the Atlas portion of this book. There you will find a full complement of the maps with every valuable item marked, color-coded to indicate which Hollow is needed to retrieve it. In several instances, the "Advanced Exploration" discussions peppered throughout the Walkthrough guide you to the items in these places.

Envy

Arcane Meteor: Envy raises her right hand, summoning energy from the air. A purple circle then appears on the floor beneath Fury, moments before a meteor of Arcane energy crashes down from above. Immediately dodge beyond the circle's perimeter to escape the attack. Use an Arcane Counter if close enough; otherwise, dash toward her.

Staff Sweep: When within melee range, Envy rears back and swings her staff horizontally in a sweeping arc from her left to her right. Listen for the sound of the staff charging (and watch for it to turn green) and immediately dodge to the side as she begins the swing, then counter. Envy often performs this attack twice consecutively.

Teleport Shockwave: After taking damage, Envy quickly twirls in place and then teleports high into the air. Release the Focus button and track the trail of Arcane energy. Watch for Envy to pound the ground, then double-jump over the attack. Turn around quickly to track her position. Envy typically performs this attack three times in quick succession. Attack only after it's clear she's not teleporting again.

Arcane Explosion: If left to absorb enough energy between phases of the battle before being interrupted by Fury, Envy will detonate a ball of Arcane energy that is impossible to dodge. Close on her position and hit her with an Aerial Cross Slash to interrupt this explosive attack.

The battle takes place in three phases, with Envy destroying the floor and plummeting herself and Fury deeper into the bowels of the building with each phase. Use the time between phases, when Envy is recharging, to consume a Nephilim's Respite (or Small Healing Shard) if necessary.

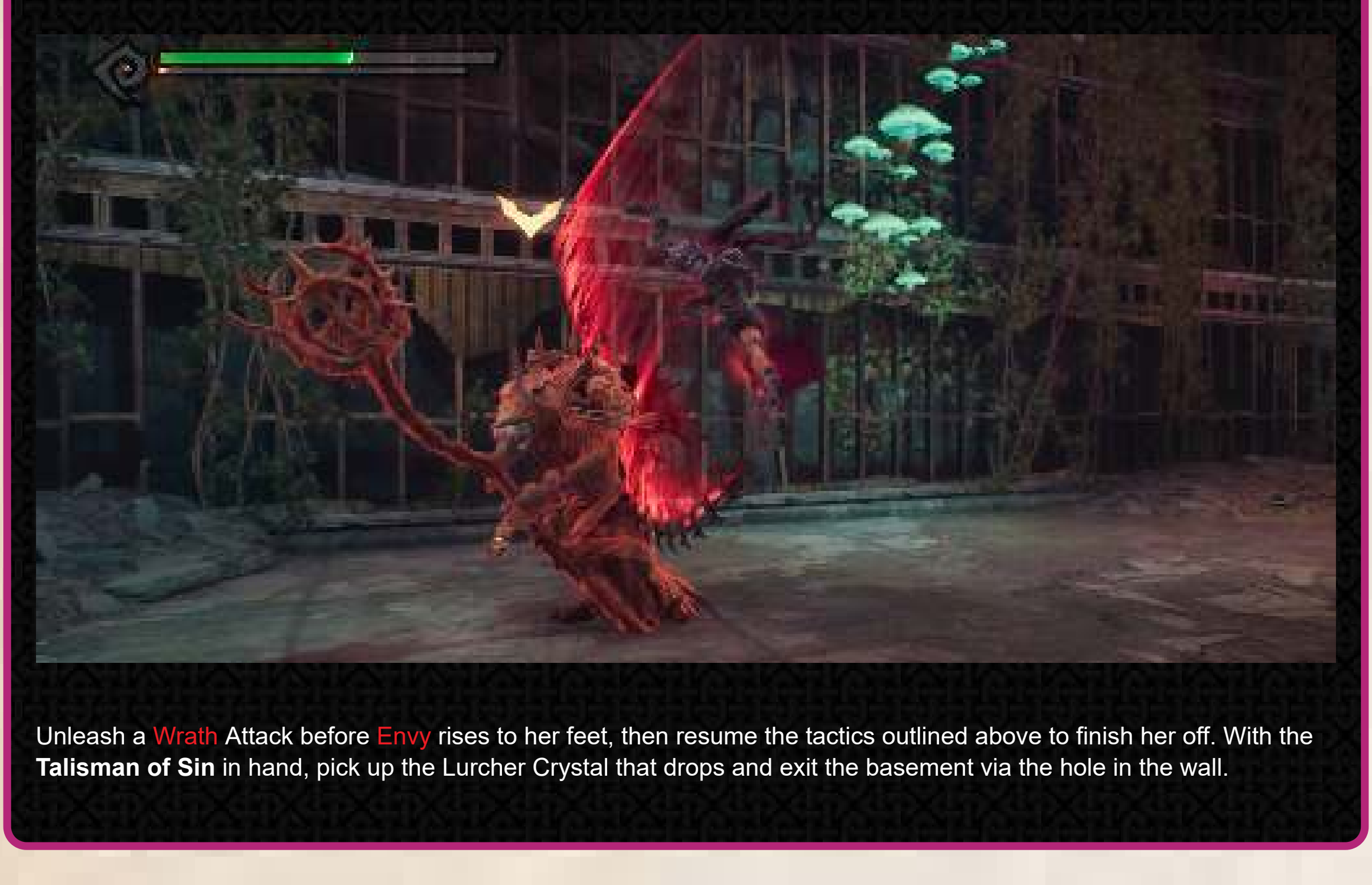
Focus on Envy the moment the battle begins and dodge the purple glow that forms on the floor. You need to be outside the attack's area of Arcane power to dodge the inbound meteor hit. Close on Envy's position and bait her into attacking with her staff. Dodge the attack and execute an Arcane Counter. She'll likely attack twice, then teleport away. Face her direction and double-jump over the spreading shockwave each time she pounds the floor. Double-jump toward her after the third shockwave and strike with the Barbs of Scorn, but be ready to dodge and perform an Arcane Counter.

Beginners should hold onto their Wrath Attack until the third phase of the battle, in case you've taken too much damage. Those more skilled with the Arcane Counter can perform a Scarlet Strike in this first phase, as there is time to earn enough Wrath to replenish the meter and use it a second time.

Once reduced to 75 percent of her health, Envy will smash through the floor, causing her to fall to the lower level. Though she'll cease attacking as she floats high above the floor, this is no time to delay! She's absorbing energy to unleash a powerful attack that can't be dodged—it can only be interrupted!

Consume a Nephilim's Respite if you have less than half your Health, then run to the left-hand corner below Envy. Double-jump from the rubble onto the ledge, then turn left and make your way around the perimeter of the room, scaling the ledges with your double-jump and whip swing. This can be tricky at first, so remember to jump again after releasing the whip swing. Once on the ledge nearest Envy, leap toward her and perform an Air Attack.

Once reduced to roughly one-third of her health, Envy again interrupts the battle. Consume a Nephilim's Respite if moderately damaged, then scale the ledges to interrupt her power absorption. Leap from the rubble to the ledge over Fury's left-hand shoulder when the cutscene ends and ascend the ledges as before. The first pipe you'll whip swing from can be hard to spot. Trust that it's there and double-jump into the whip swing to keep climbing. You'll need to link up consecutive whip swings to traverse the lengthy side of the room.



Unleash a Wrath Attack before Envy rises to her feet, then resume the tactics outlined above to finish her off. With the **Talisman of Sin** in hand, pick up the Lurcher Crystal that drops and exit the basement via the hole in the wall.

Wrath

Path to Wrath

With the Talisman of Sin in hand, Fury sets out toward Haven and the next Deadly Sin. In an effort to counter her extraordinary confidence, the Watcher warns her that the others will not be nearly as easy to locate, nor are they as feeble in combat. Fury soon learns that Wrath is underground, in a region known as the Nether.

Fury's Path

Reach the Maker Tree within Haven.

Barter with Vulgrim.

Forge a bond with Ulthane .

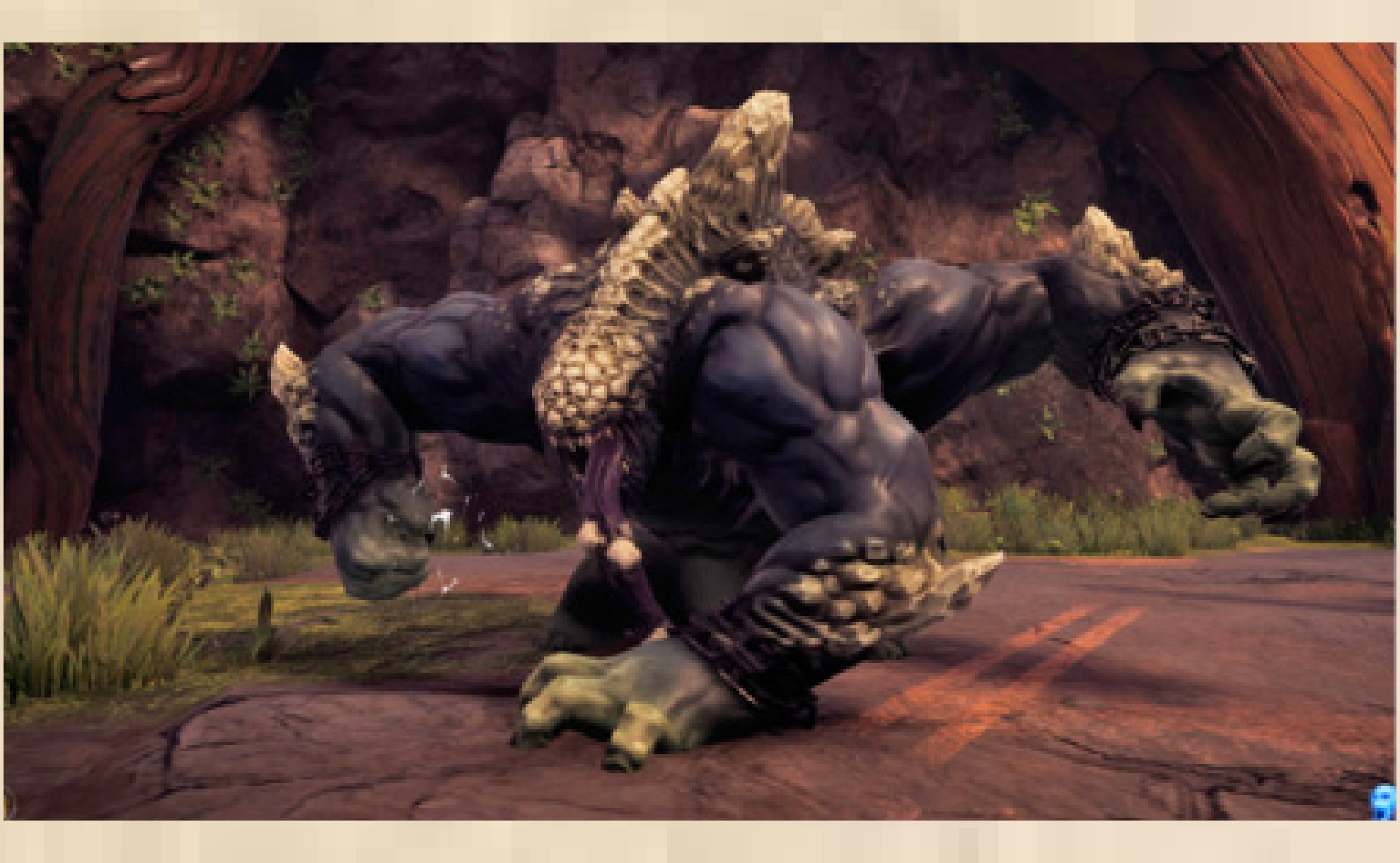
Seek a way below ground.

Descend to the subway system.

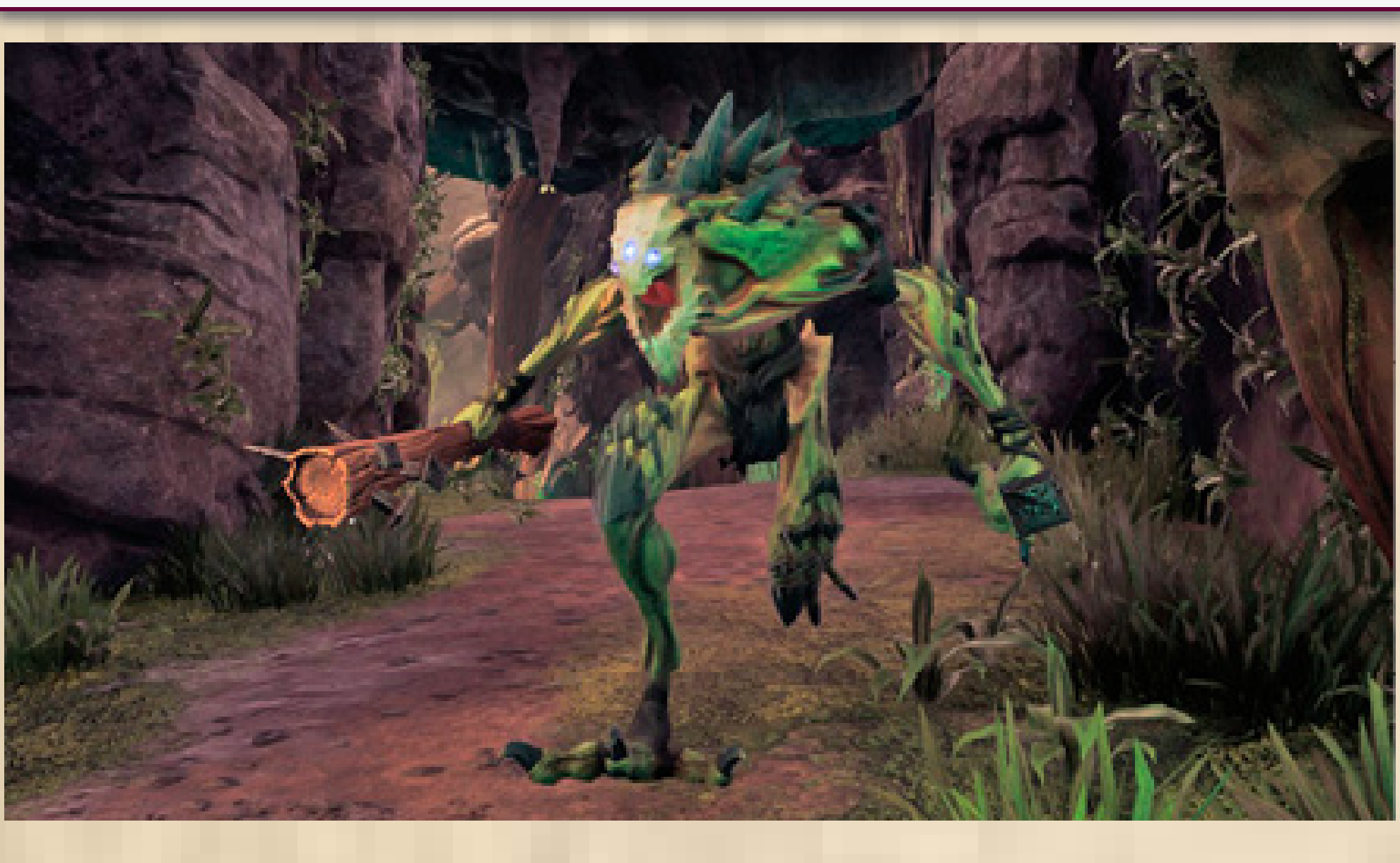
Locate Wrath within t he Nether .

Battle Prep

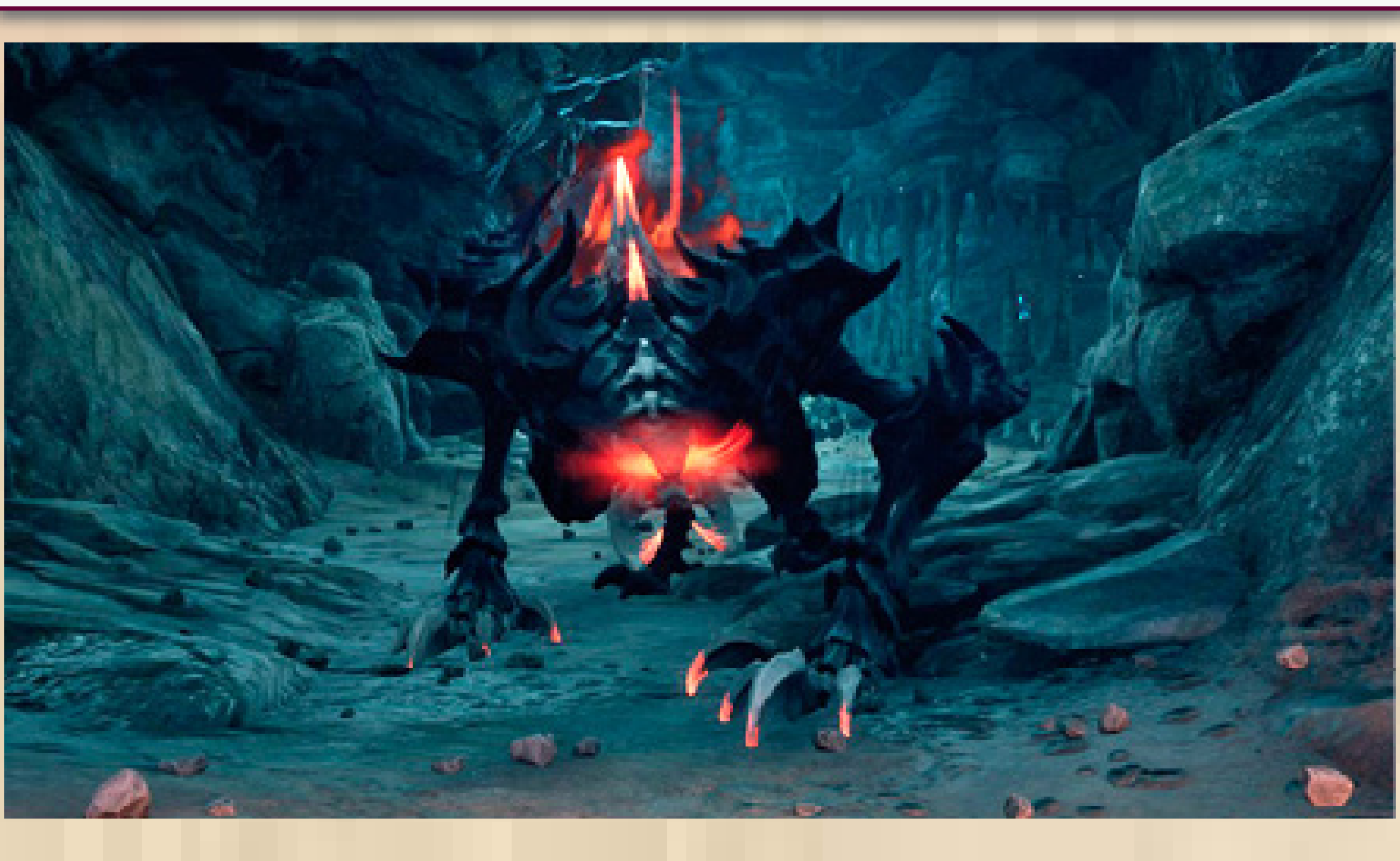
New Encounters



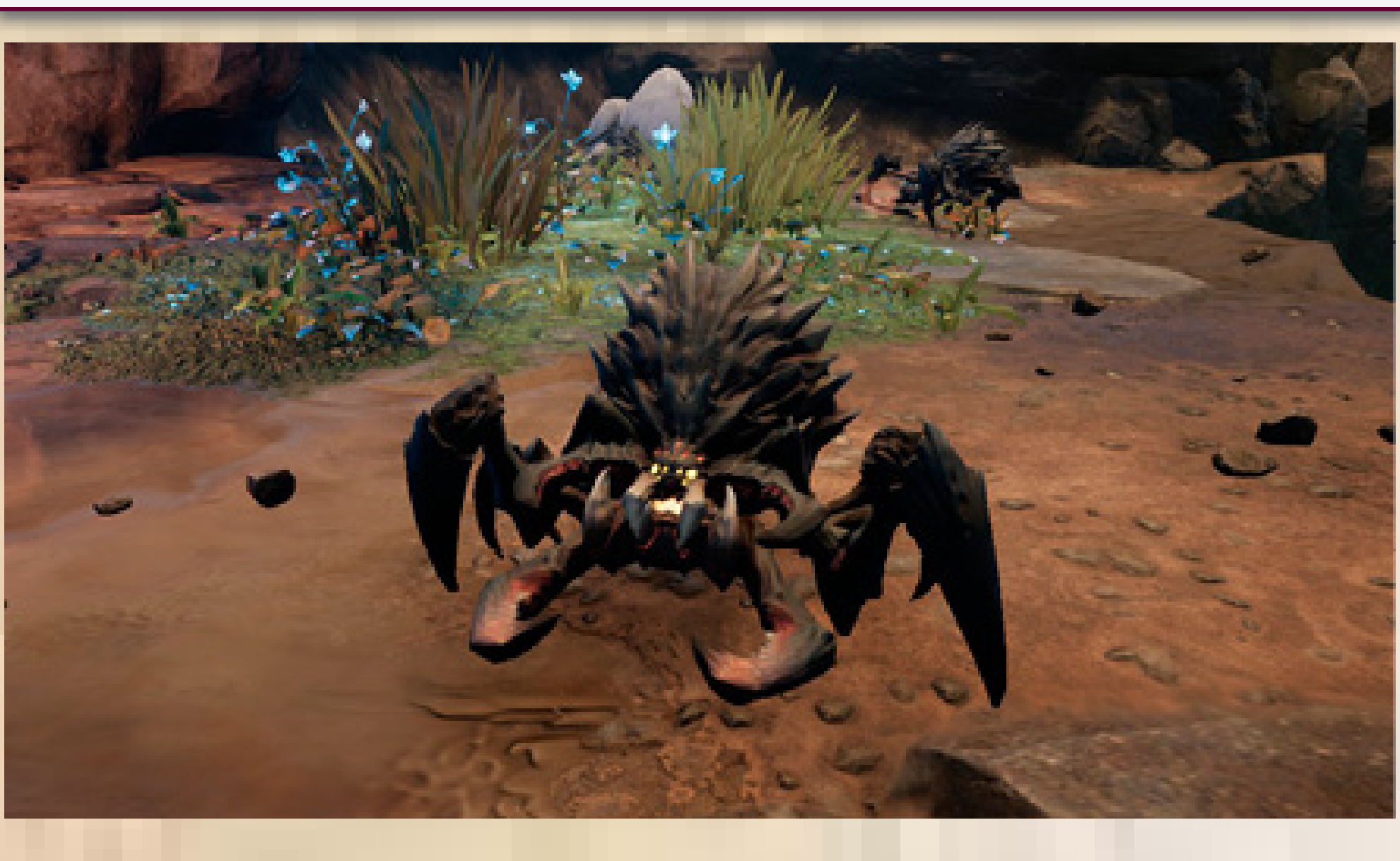
Name
Suffering
Class
Suffering
Habitat
Haven
Threat Level
High



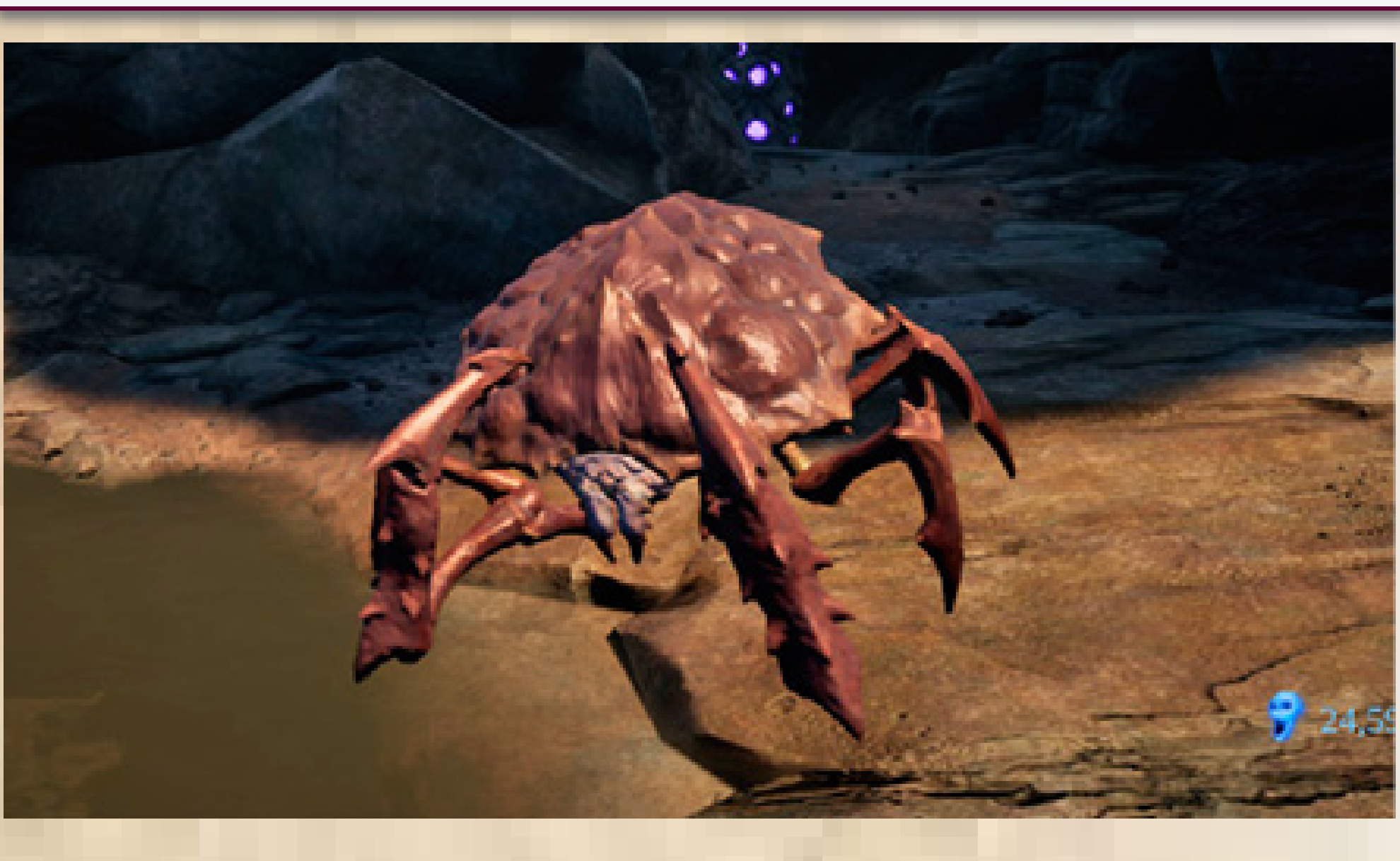
Name
Green Sycophant
Class
Sycophant
Habitat
Haven
Threat Level
Low



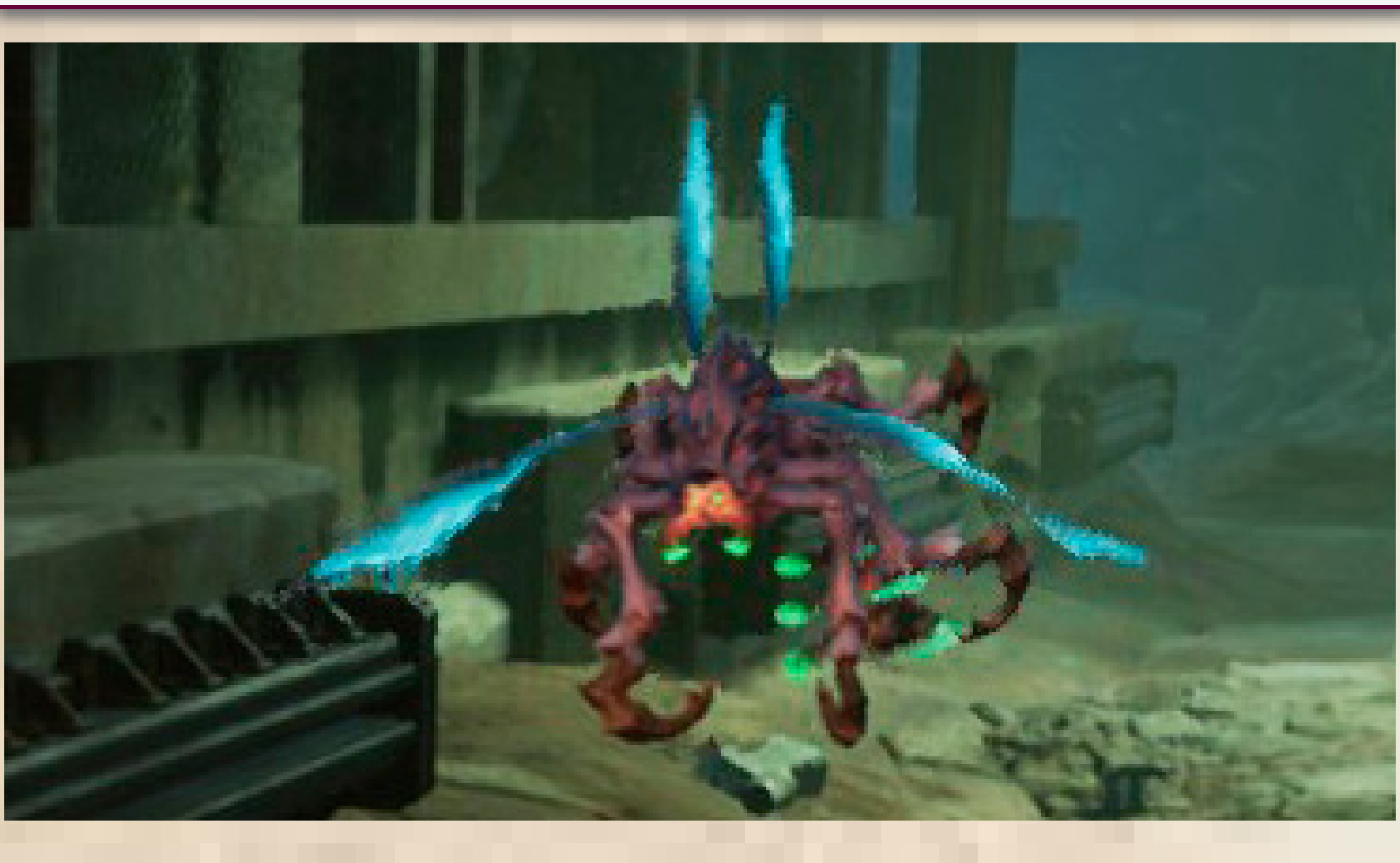
Name
Black Sycophant
Class
Sycophant
Habitat
Haven
Threat Level
High



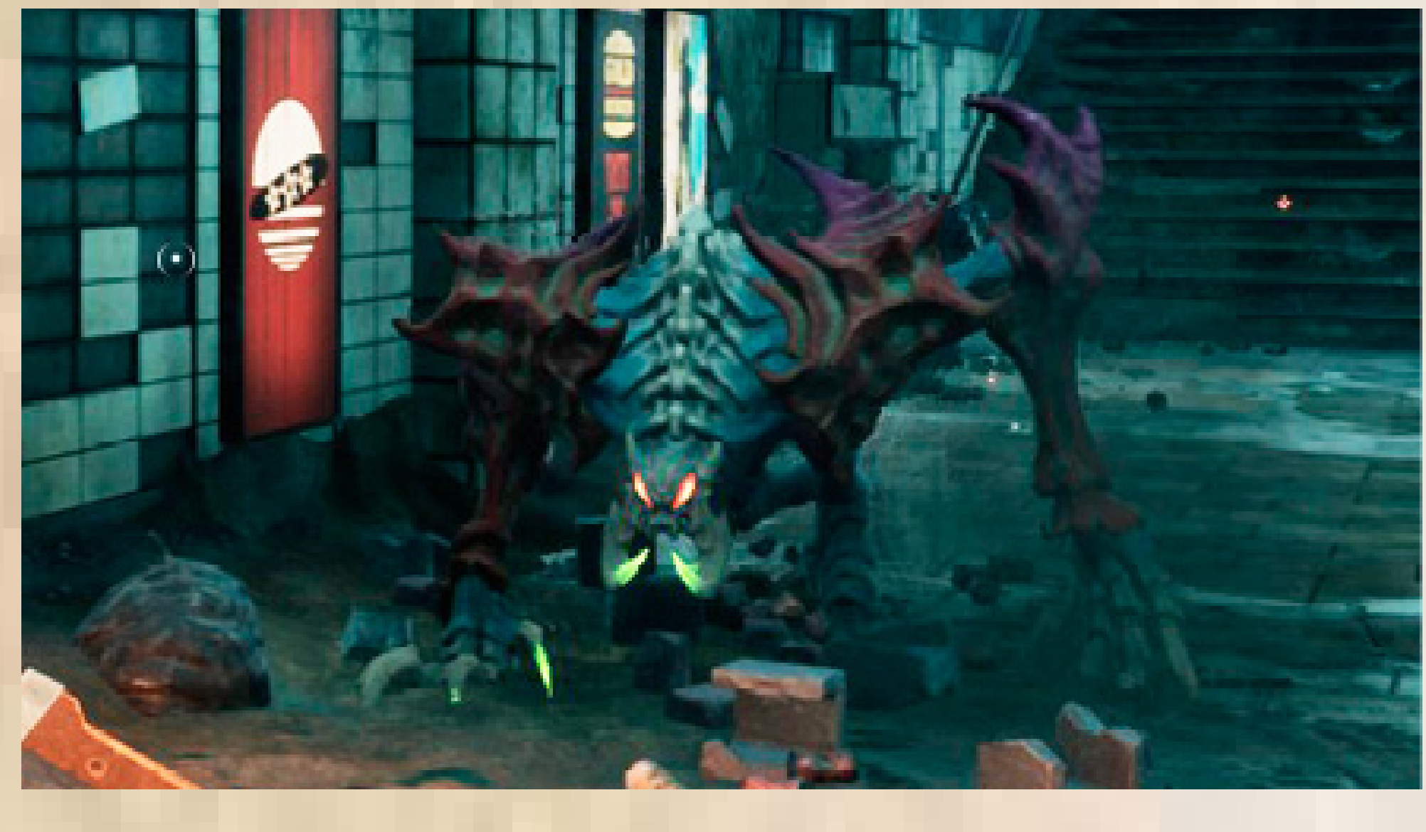
Name
Chain Spider
Class
Insect
Habitat
Nether
Threat Level
Low



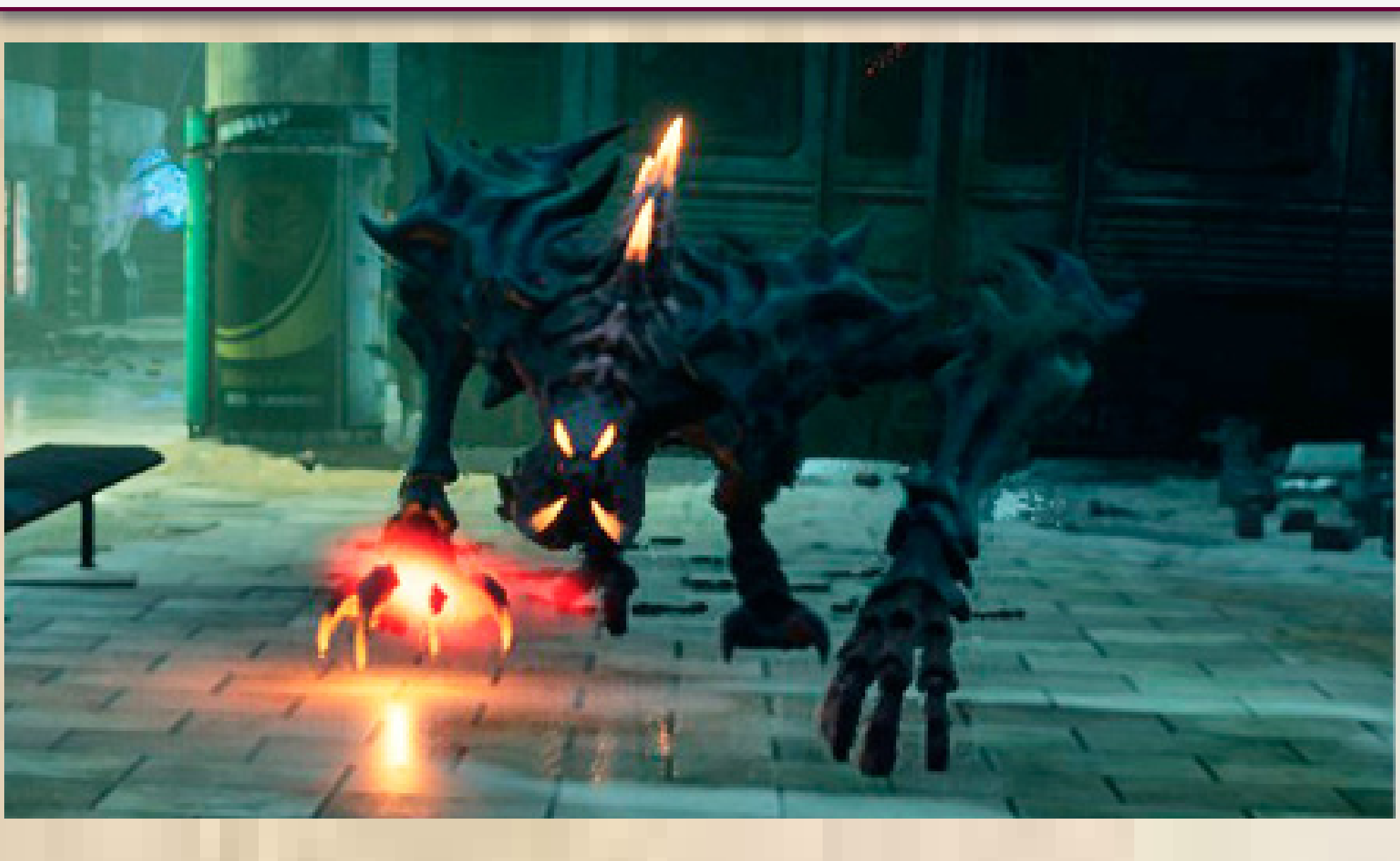
Name
Sloth Bug
Class
Insect
Habitat
Nether
Threat Level
Low



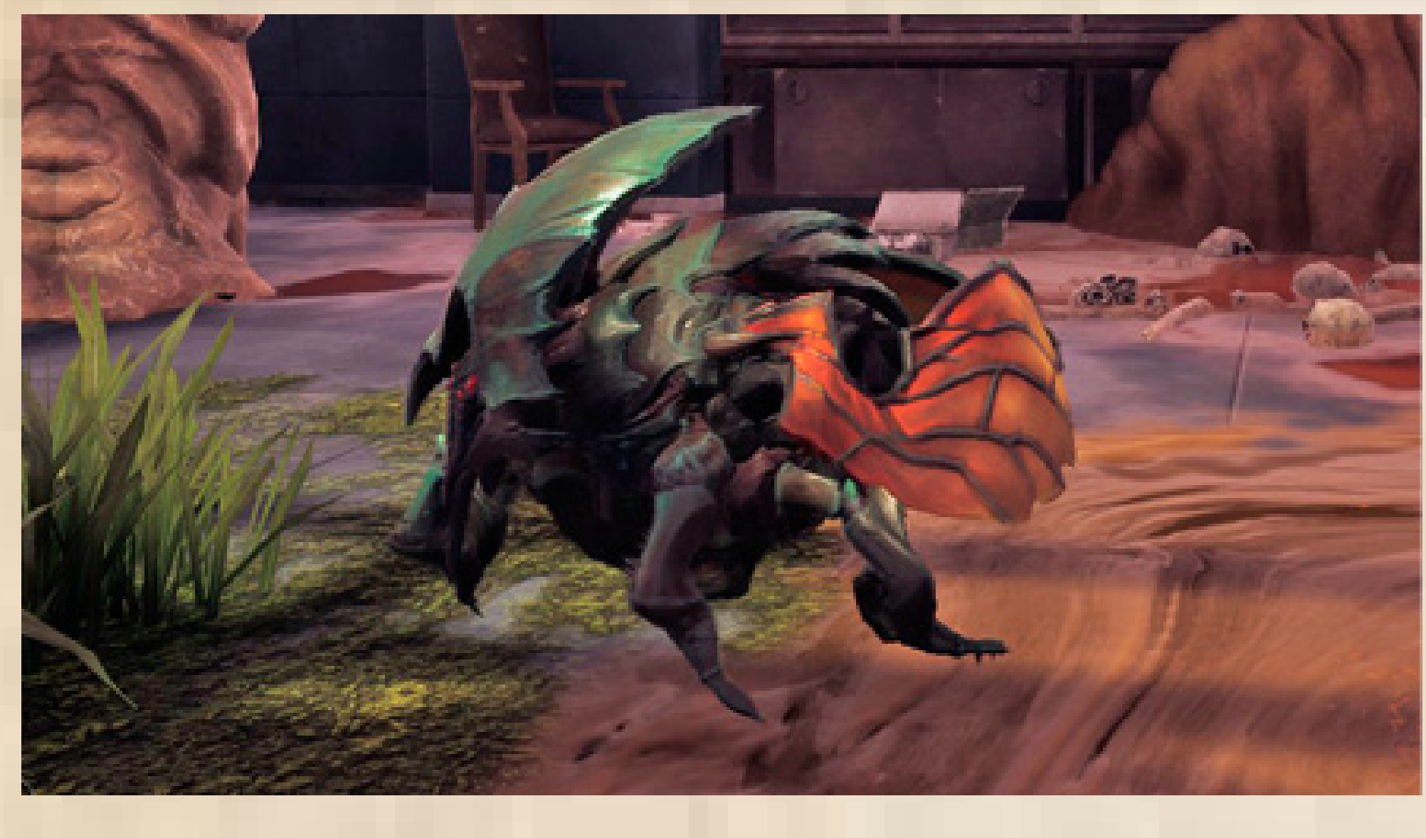
Name
Mosquito
Class
Insect
Habitat
Nether
Threat Level
Low



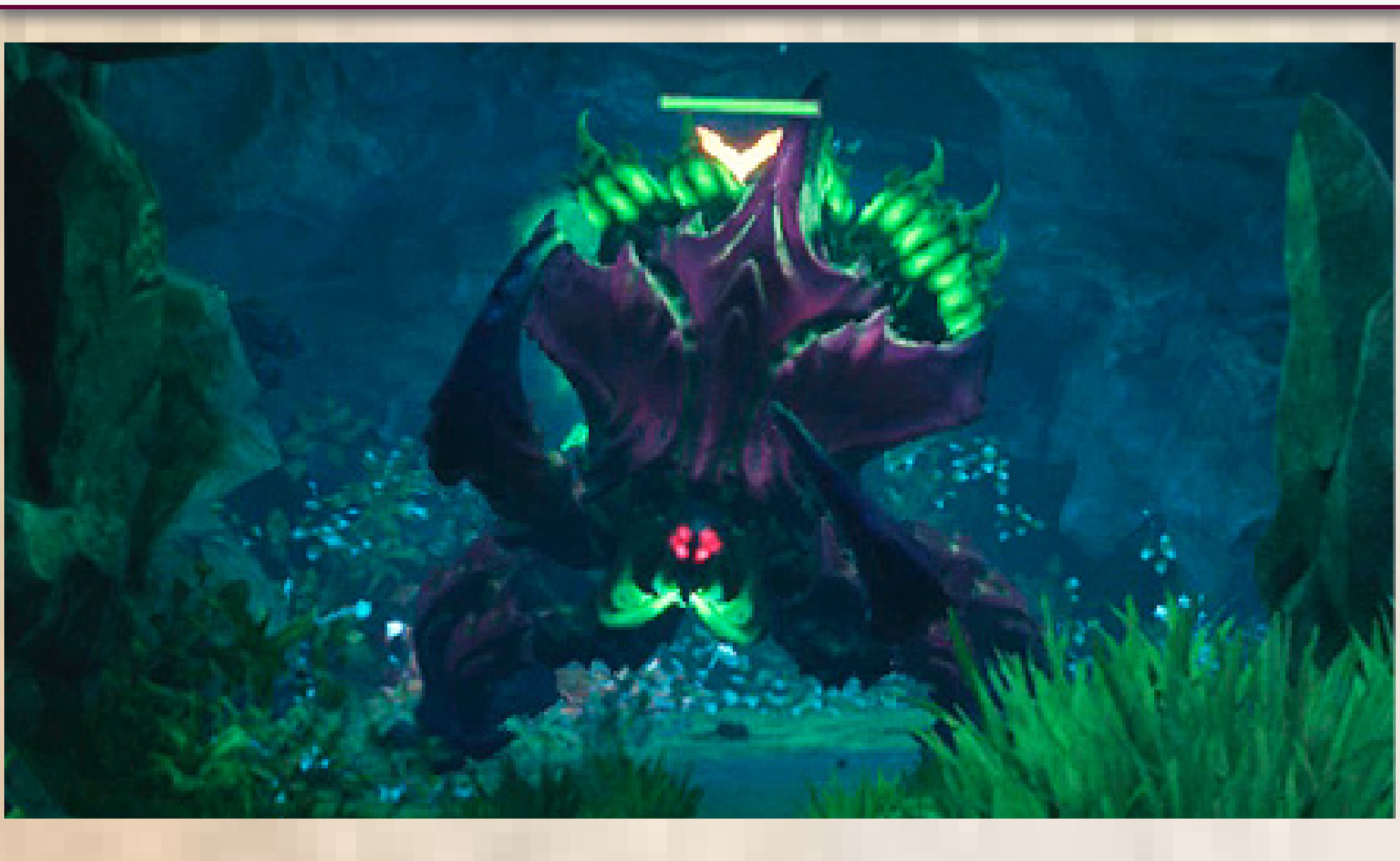
Name
Red Minion
Class
Minion
Habitat
Nether
Threat Level
Low



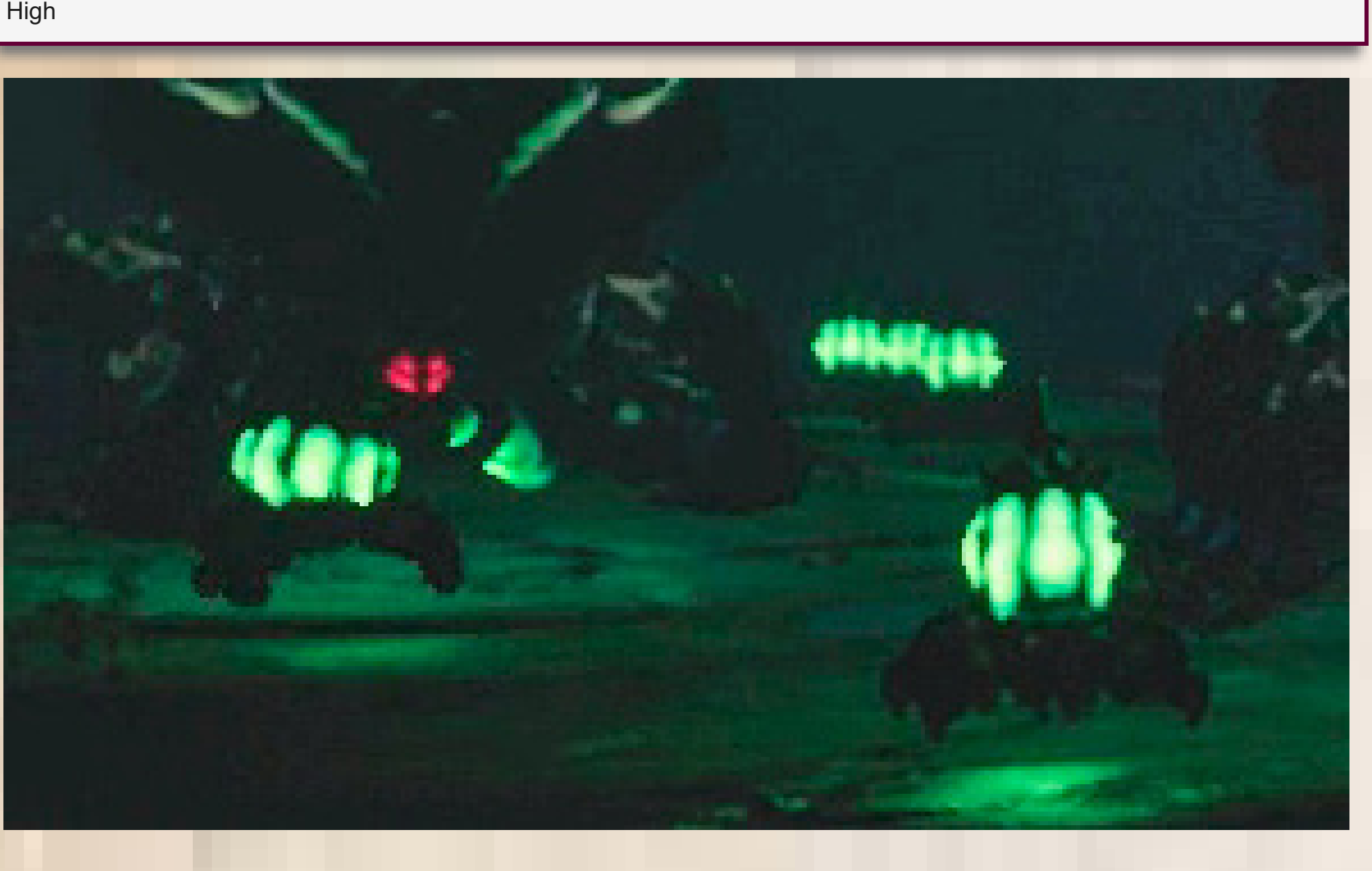
Name
Blue Minion
Class
Minion
Habitat
Nether
Threat Level
Moderate



Name
Bomb Bug
Class
Insect
Habitat
Nether
Threat Level
None



Name
Brood Mother
Class
Insect
Habitat
Nether
Threat Level
High

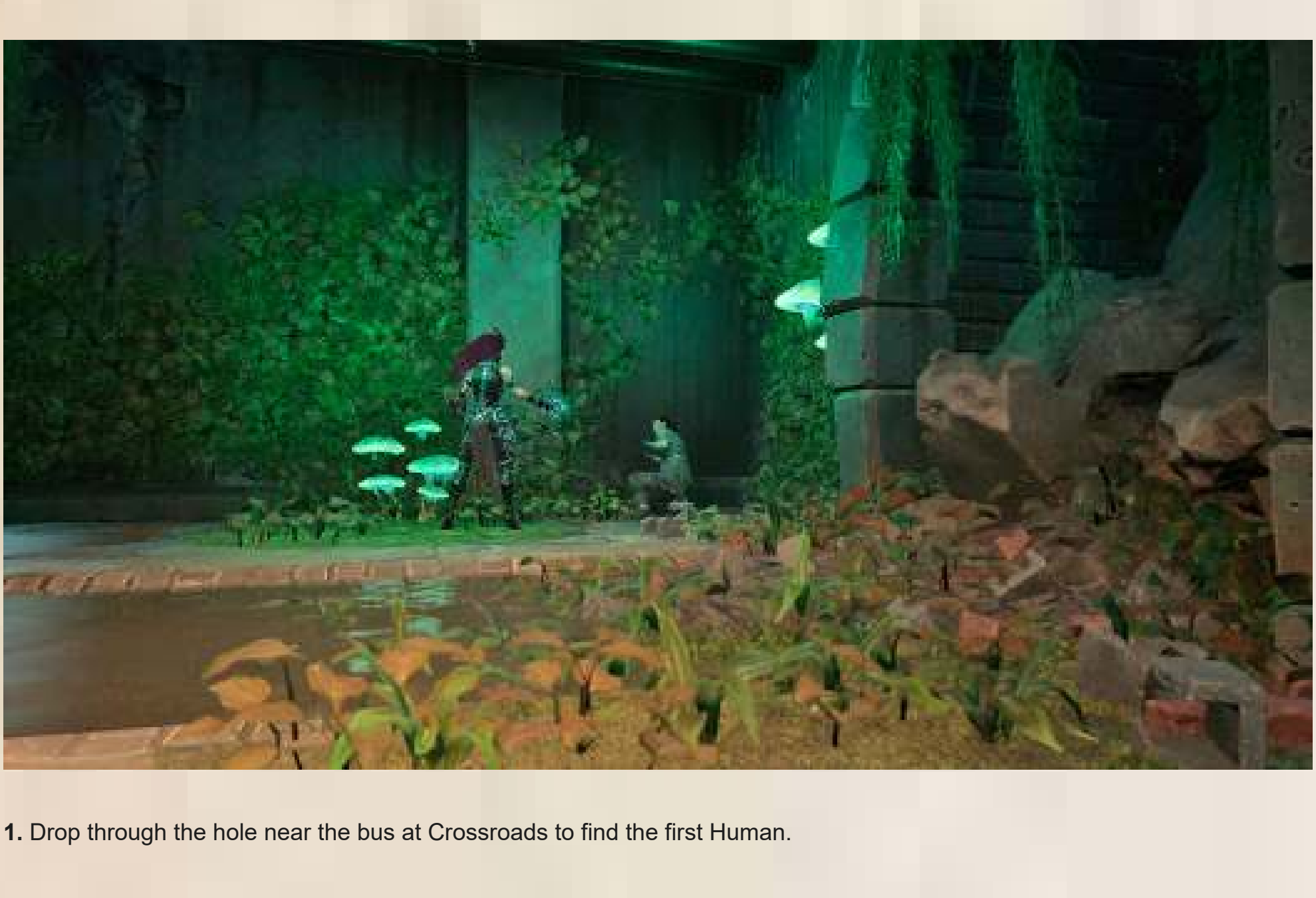


Name
Brood Mother Spawn
Class
Insect
Habitat
Nether
Threat Level
Low

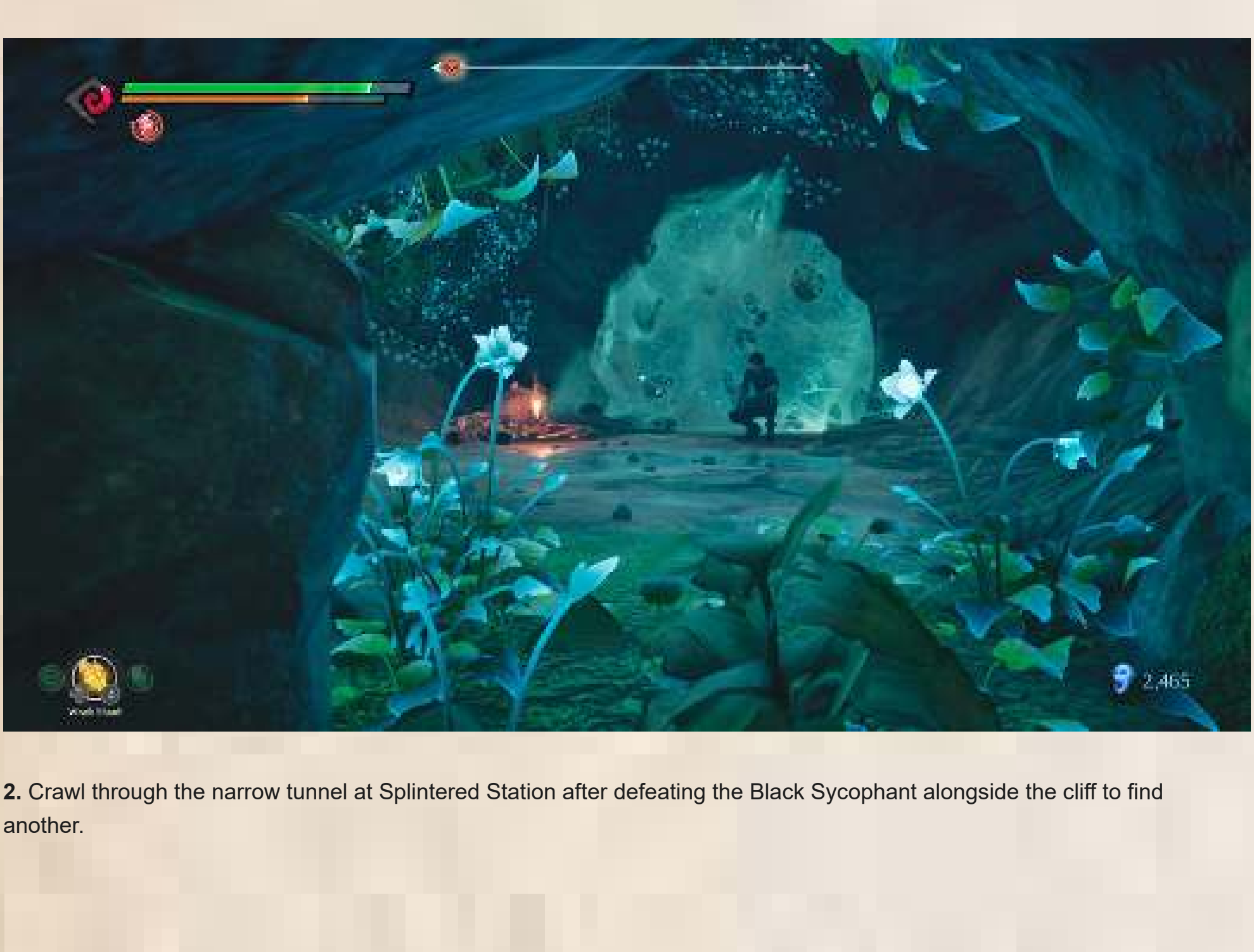
This is a transitional phase in the game, as Fury begins to encounter isolated, deadlier enemies while you, the player, are only now gaining the ability to grow in power and ability. Play it safe and never run deeper into unexplored territory. Instead, lure enemies one by one toward the way you came and respect every foe you engage. Fortification Shards and Wrath Shards will prove essential against the tougher creatures, so conserve them for when they matter most.

Fury will be far stronger at the end of this chapter than she is now. Aim to collect as many Souls as possible—leave no enemy alive—and upgrade for Strength, Arcane, and Health, in that order. Seek every pickup and aim to upgrade the Barbs of Scorn before locating Wrath. Even in its "unfocused" form, the Fortifier weapon enhancement is a tremendous aid. Use it. Lastly, consider saving your Lurcher Crystals for use in purchasing the Leviathan weapon enhancement.

Save the Humans



1. Drop through the hole near the bus at Crossroads to find the first Human.

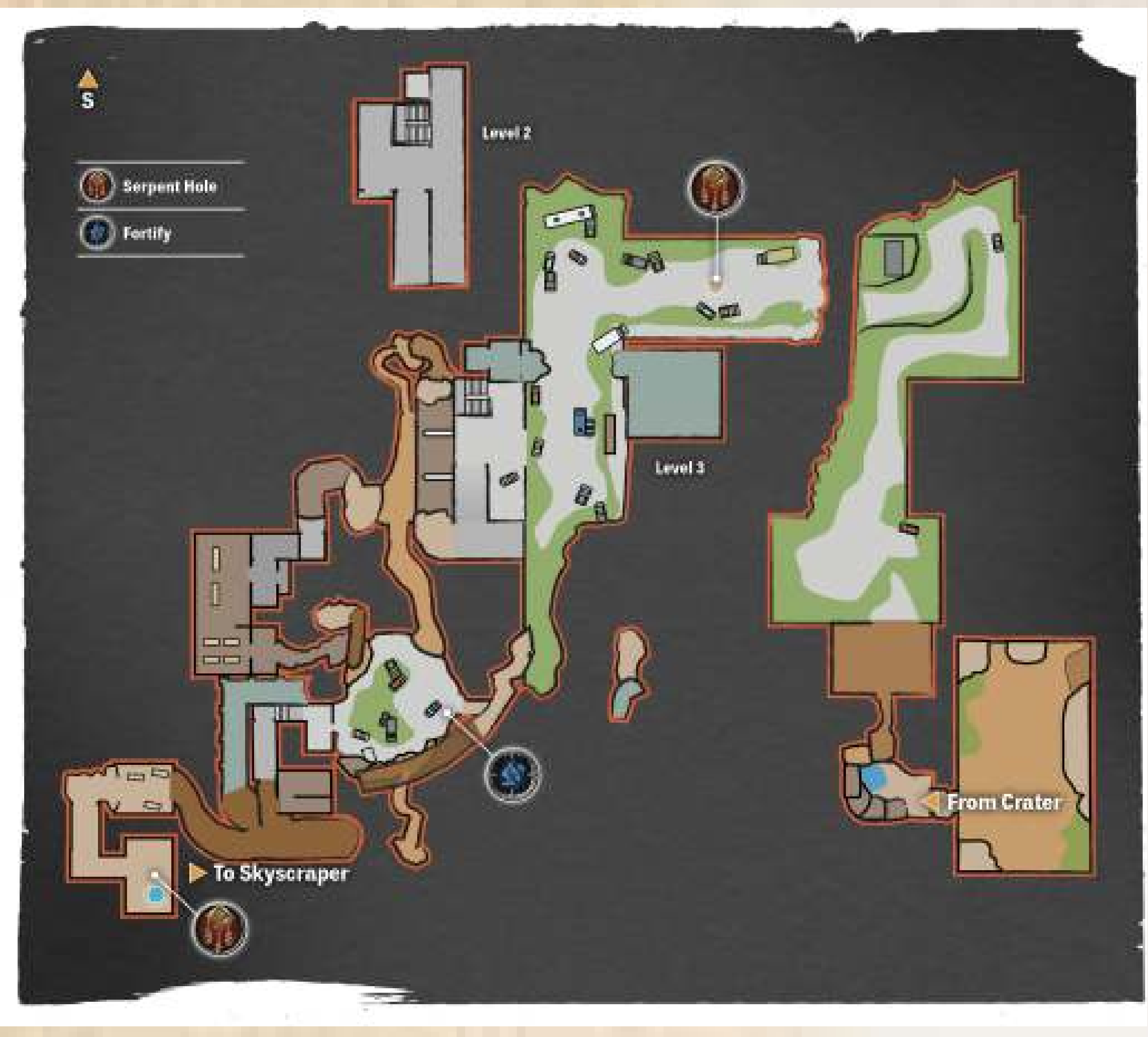


2. Crawl through the narrow tunnel at Splintered Station after defeating the Black Sycophant alongside the cliff to find another.

DARKSIDERS III

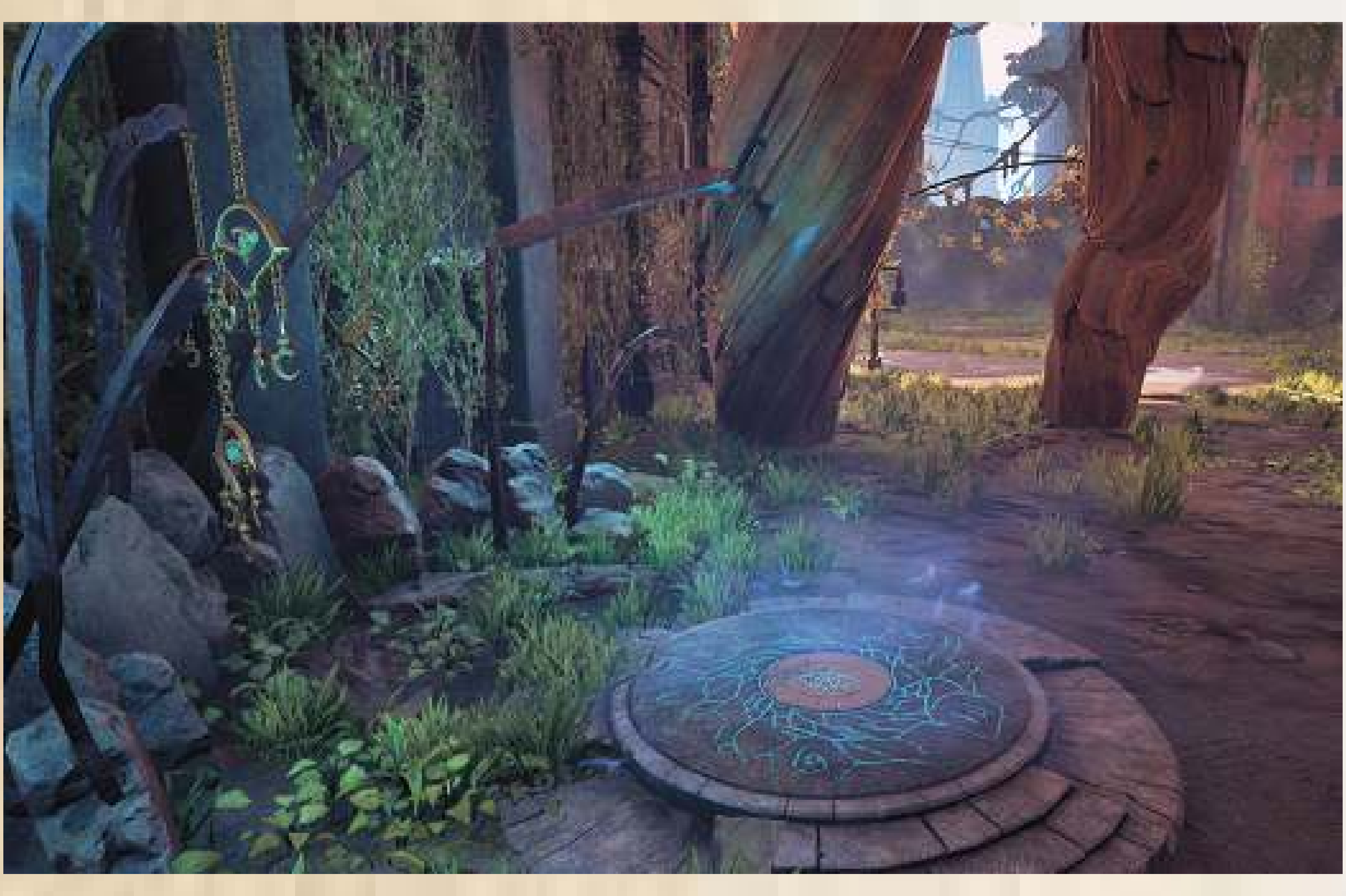
Wrath

Haven: West End



FINDING UNSAFE HAVEN

Exit the building through the hole in the wall and climb the stepped cliffs to the top of the chasm. There, the Watcher will accompany Fury on her walk, briefing her on the difficulty of the quest to come. Heed her warning well, because the six remaining Deadly Sins will be far more difficult to pursue.



SERPENT HOLES

The empty dais is a Serpent Hole, but this particular one isn't currently active. You'll meet the owner of these portals soon enough. Save your Souls and Lurcher Crystals for when you do.

Swing across the chasm and sweep the street free of Sycophants and smash through any small, breakable objects you see to uncover the hidden pickups. Though Fury needs to descend through the building across the street, it's best to clear the enemies from the upper floors first. Harvest all the Souls available from the upper floors, then leap down to the ground levelground level.

Arcane Counters make quick work of most enemies.

GREATER POWERS AWAIT

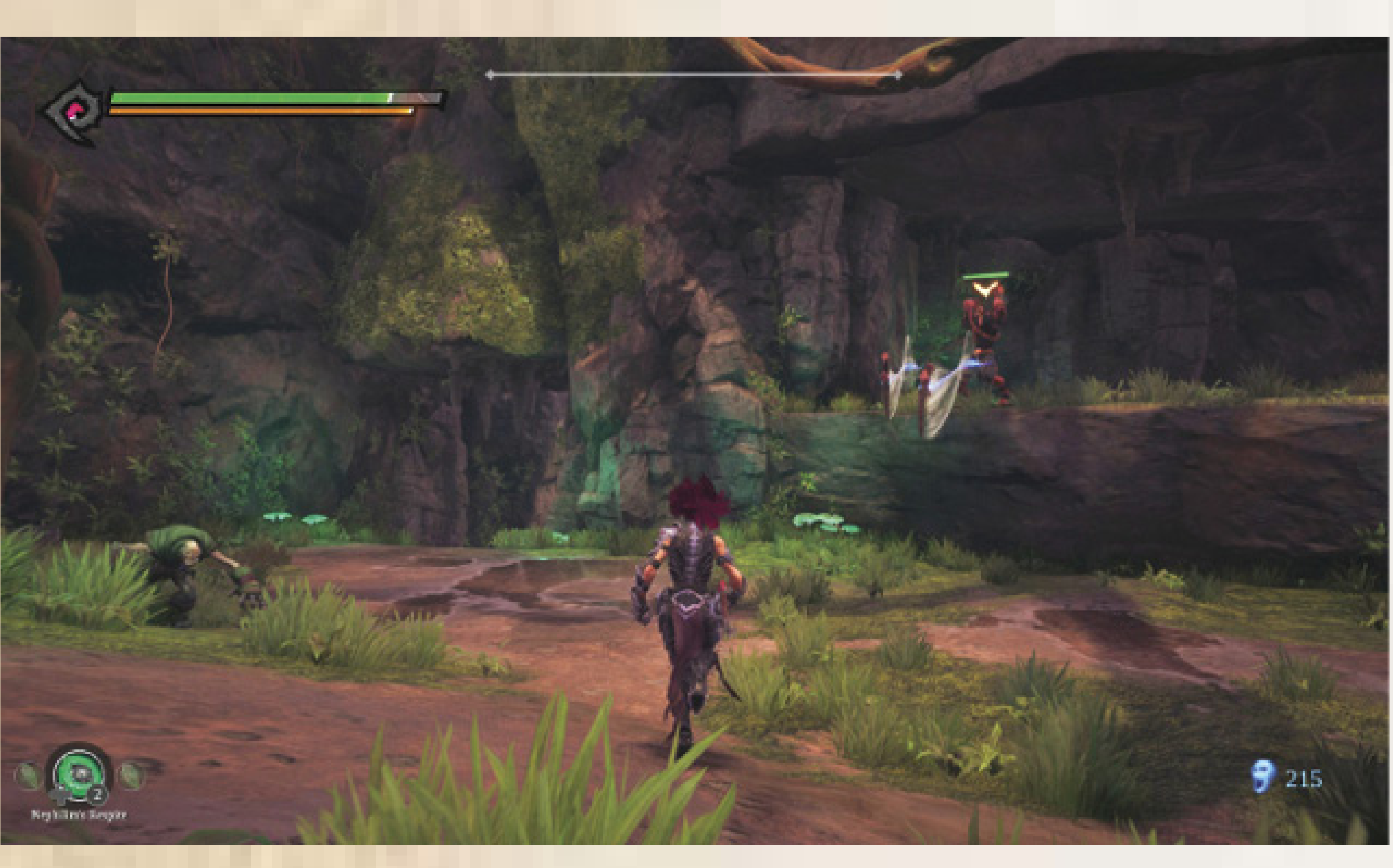
Fury cannot yet reach the glowing pickups across the trench at the end of the road. These and many others will only be available upon a return visit, after Fury has gained additional powers (Hollows). Consult the maps for passageways and items that require these advanced abilities.

Descend the ramp to the parking garage, swing across the pipes on the right, and descend into the cave with the glowing mushrooms. Crawl through the narrow tunnel to the canyon beyond the building. The Ranged Sycophant on the ledge across the clearing is your main threat here. Ignore the lesser foes, dodge forward beneath his thrown blades, and climb up to fight him. Be sure to reserve your Wrath for a fight to come.

➤ WAIT TO SHATTER

Refrain from shattering Lurcher Crystals until you're about to spend the Souls contained within. This eliminates the chance of losing them in combat if you die and don't have time to recollect them.

Look out over the enemies near the cars and bait the patrolling one into combat atop the ledge. Then, with Health and Wrath full, approach the sleeping Suffering on the left. Strike out to wake him up, dodge his attack, Arcane Counter, unleash a Scarlet Strike, then circle around. Once it's been defeated, grab the **Fortifier enhancement** on the ground where he slept. Socket this item into the Barbs of Scorn to gain an immediate boost to Health and Physical and Arcane Damage dealt with Scorn. Fight through the brick building beyond the fire pit to reach Haven proper.



Ignore the lesser Sycophant as you close on the ranged Ranged Sycophant atop the ledge.

AN ENCOUNTER WITH VULGRIM

Tackle this burly Suffering before the others know you're there.

Fury must cross along the tree root to reach the distant building, but don't head off just yet. Gain the walkway to the right of the tree branch and advance slowly. A single Swarm appears alone, but several more are right behind him, along with a Green Sycophant. The trick is to fend them off without falling from the ledge. Put the Flip Saw and Ripcord attack to use to keep your attacks moving in a straight line. Perform a Gravel Grinder ground slam to knock them back if they get close, or opt for the Scarlet Strike if you have a full Wrath Meter. These enemies aren't tough, but fighting them in tight quarters can prove tricky. Grab the Large Lurcher Clump from the alley around the corner.

Be extra careful fighting this many foes on such a narrow path.

Fight through the office building across the tree branch and smash the desks and chairs for Lurcher Crystals. Break through the flimsy barricade in the hallway to meet Vulgrim, Merchant of the Damned. Vulgrim is useful for three things: feeding Souls for level upgrades, trading Souls for items, and for traveling through the Serpent Holes.

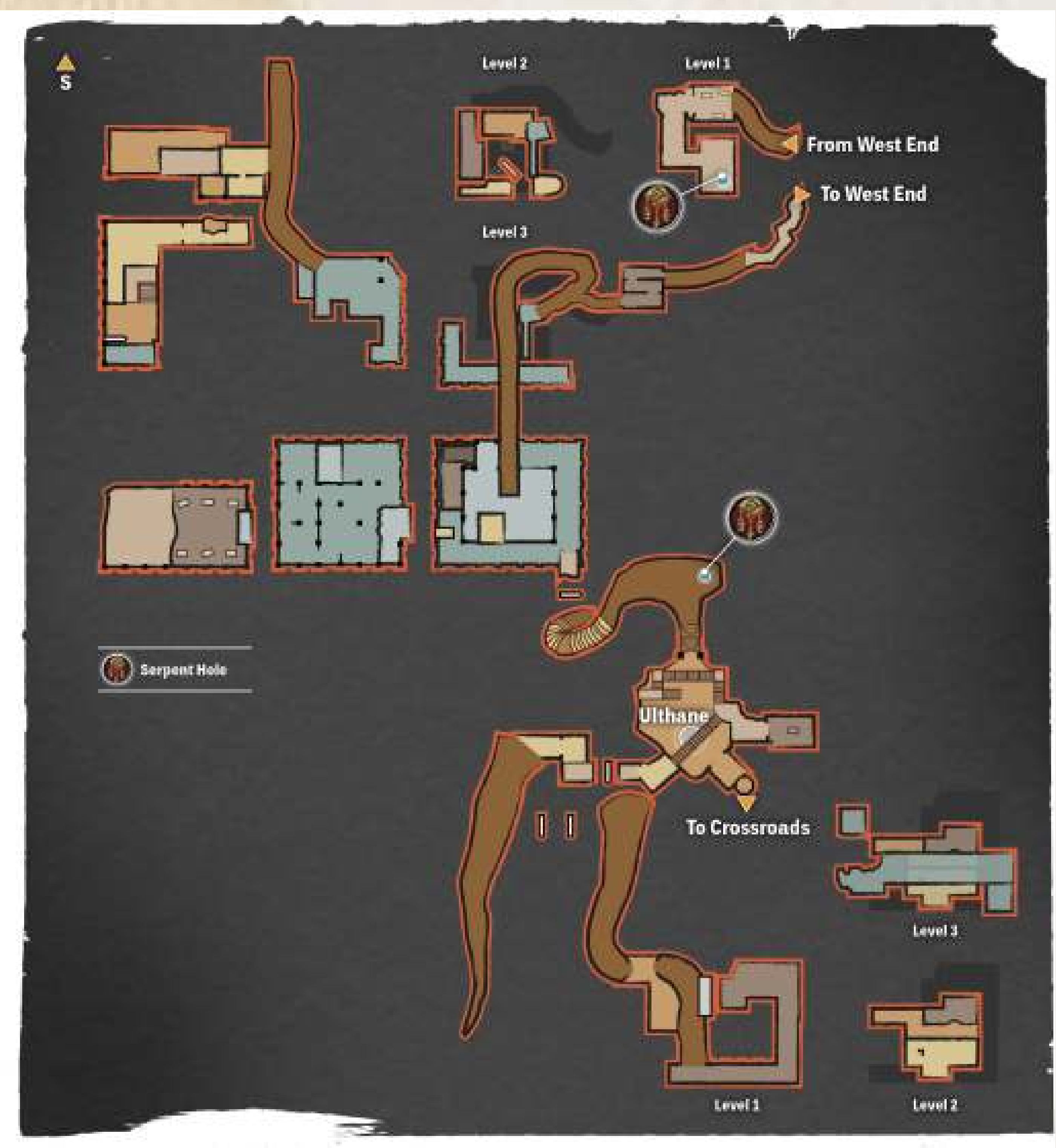
Dealings with Vulgrim are a necessary evil.

SERPENT HOLES

Vulgrim operates a network of pathways that flow throughout the world and beyond. Use these waypoints to fast-travel throughout the world. This ability is particularly useful for returning to previously visited areas with new abilities and for visiting Ulthane, the Maker who provides weapon upgrades.

➤ UPGRADES NOT ITEMS

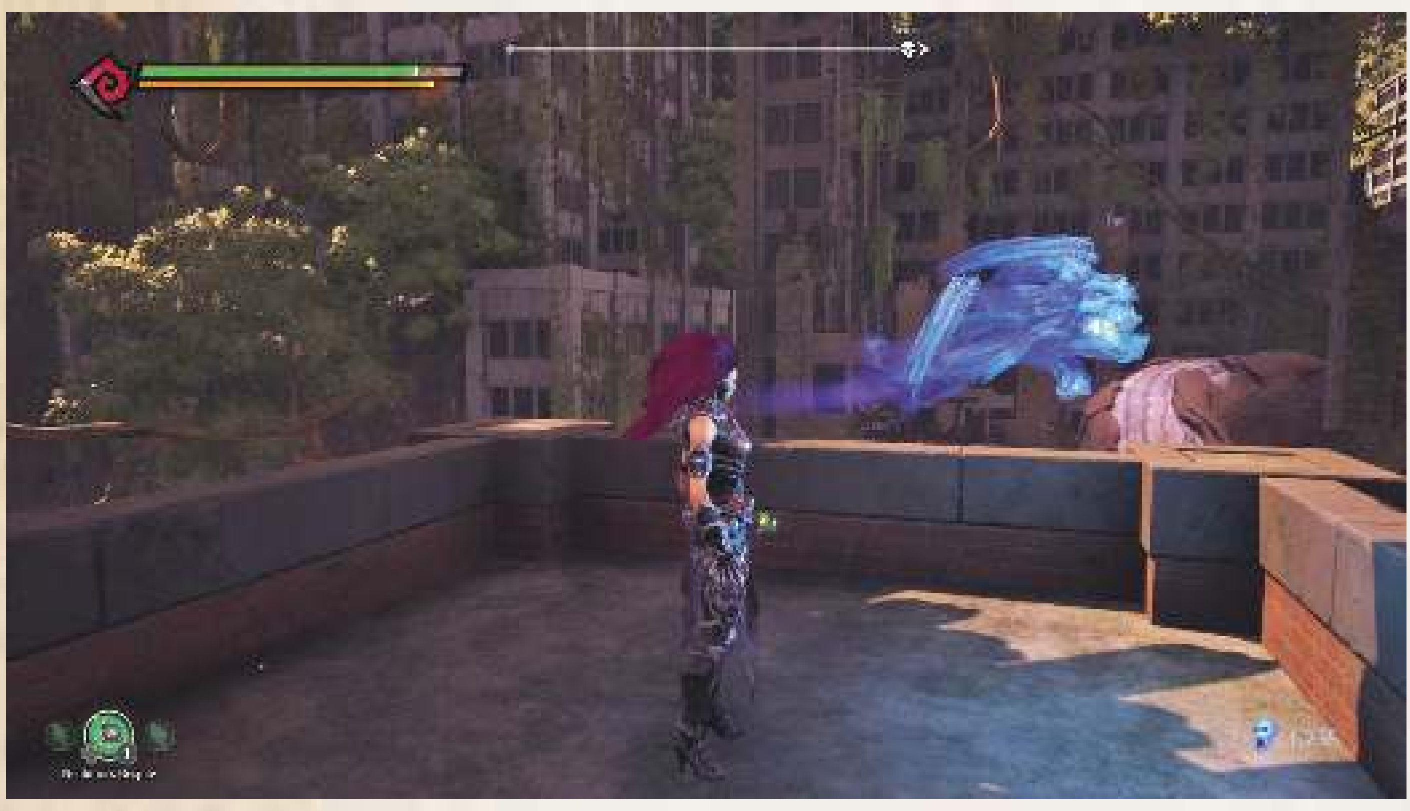
Resist the temptation to barter for consumables. Those Souls you harvest are much better spent leveling up or saving for the Unfocused Leviathan enhancement. And since the prices on consumables increase with every purchase, it's best to leave them low until you truly need them.



LOCATE THE MAKER, ULTHANE

Scour the crumbling building for items as you ascend to the upper roots of the Maker Tree. Whip swing across to the far level, step out onto the tree branch, and use a Ripcord attack to yank the Green Sycophant toward you. This attack is great for dealing with lone enemies on narrow walkways, as is the Flip Saw.

Cross the root to the building ahead, double-jump onto the walkway to the left, and climb to the upper level, where a lone Red Sycophant and a Soul Swarm are located. Grab the Large Lurcher Clump, harvest the Souls, then surprise the enemy with a leaping Razor Onslaught.

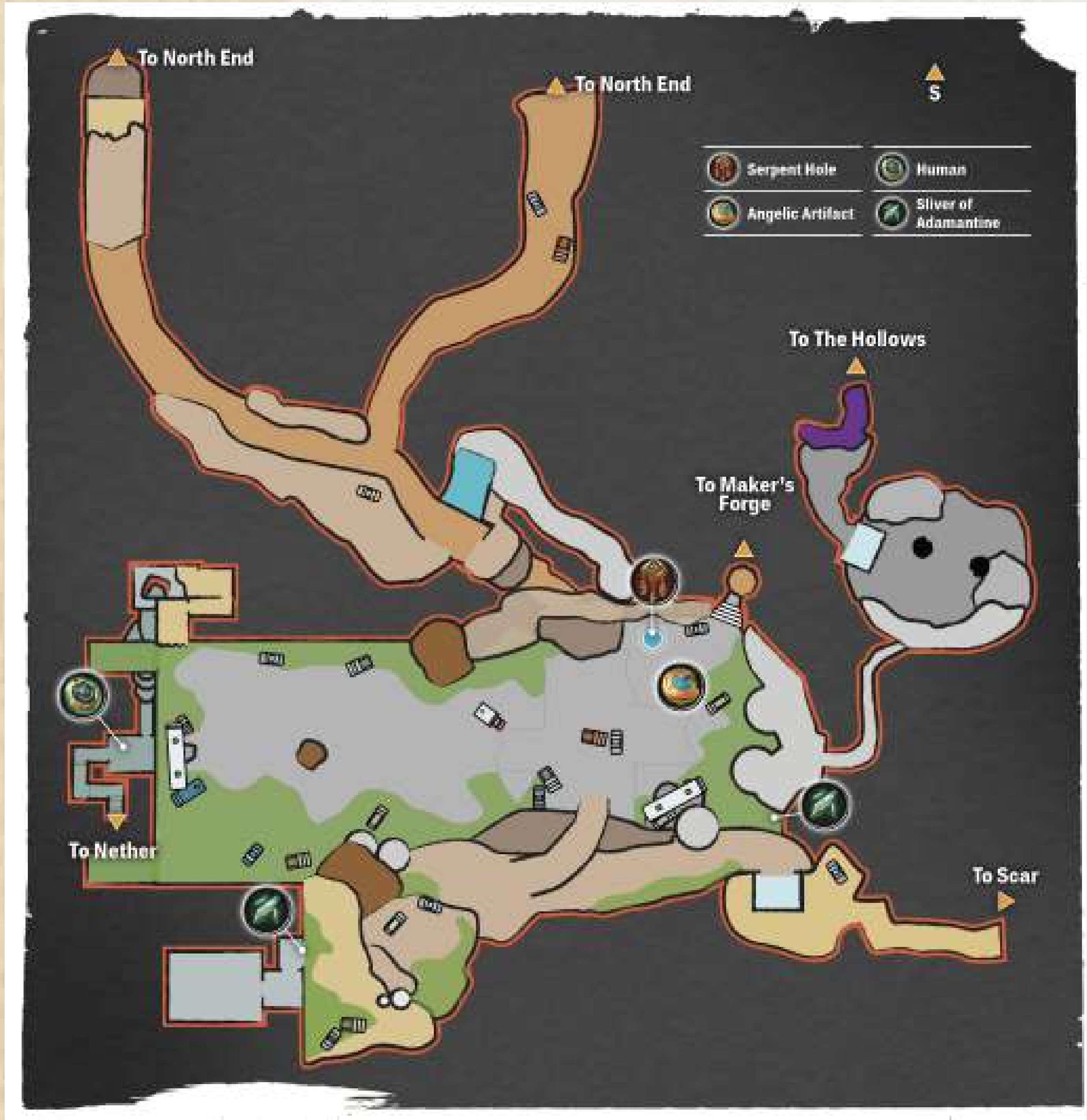


Slash the Soul Swarm and harvest the hundreds of Souls within.

Swing across to the Maker Tree and ascend the stairs to the next Serpent Hole. Purchase another upgrade from Vulgrim, then head inside to meet Ulthane and the humans he's protecting. Ulthane Blackheart offers to help Fury by providing upgrades to her weapons and enhancements in exchange for saving any humans she encounters along the way. Ulthane not only provides Fury with the **Gateway Stone** but lets her know that Wrath lies in the Nether, beneath the city.

SAVING HUMANS

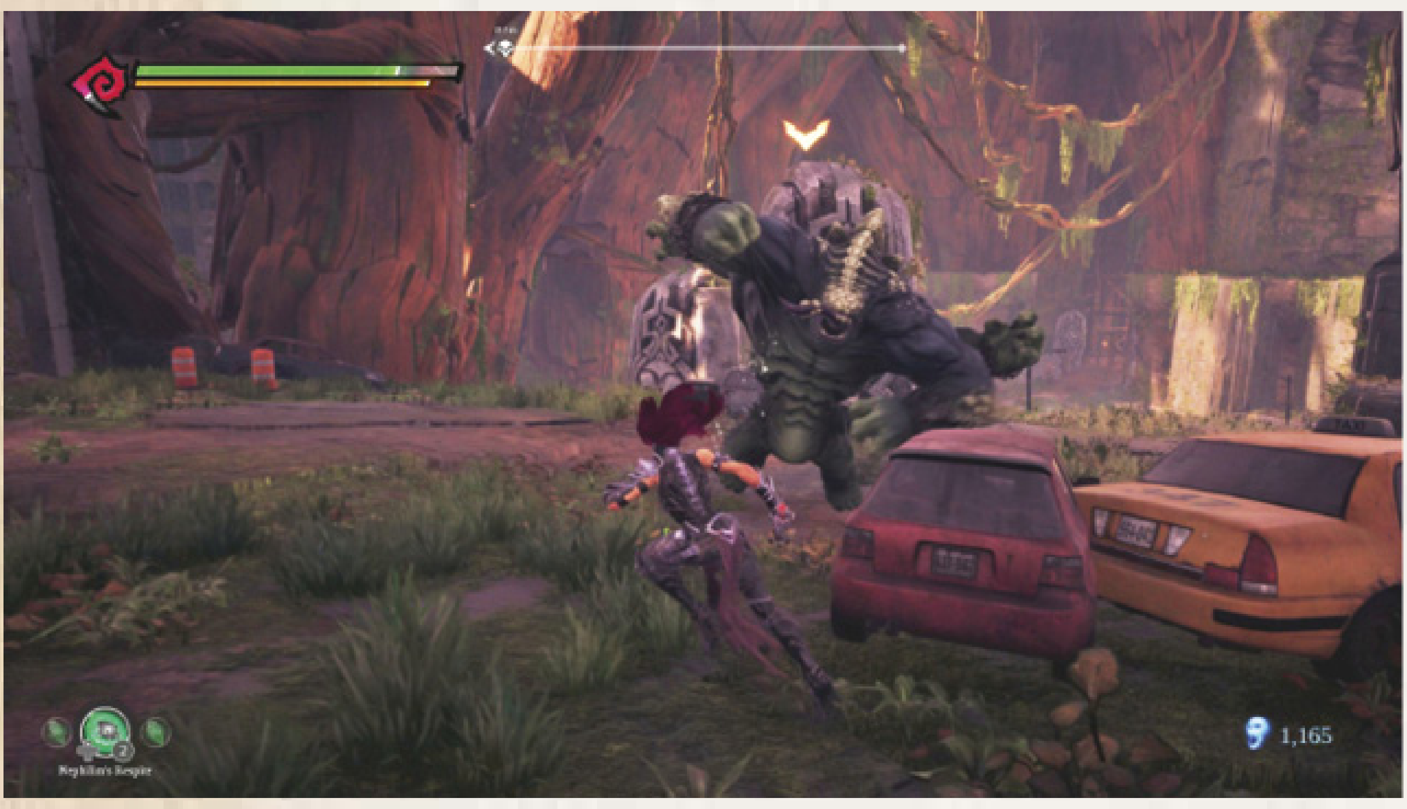
The Gateway Stone (aka Bridge Stone) Ulthane gives to Fury can instantly send any humans encountered back to Maker's Forge, where they will be safe. While Fury may not understand how this benefits her, we're here to tell you that Ulthane has a special gift (with upgrades!) for her when she sends them back. The Rider's Mercy item will make accumulating Wrath and Souls much easier, so do tend to the feeble little humans, won't you?



SEEK A WAY UNDERGROUND

Board the lift to the left of Ulthane and descend to the Crossroads at the base of the Maker Tree. The car-strewn area below contains a number of items and enemies. Collect the **Angelic Artifact** by the concrete barrier on the left. You'll need a second to upgrade a weapon enhancement, but these are among the most valuable crafting materials you can find. Your first chance to acquire the other main crafting ingredient—Adamantine—is off to the left. You'll need two Slivers of Adamantine for your first upgrade.

Circle around the area in a clockwise direction, noting the storm wind atop the pillar and the ghostly, chilled-looking chimney beyond it. You'll need to return later with advanced abilities to explore the plateaus above them. Be extra careful atop the hill beyond the candle-lit altar—a Suffering leaps into battle as you approach the item near the purple-glowing coral.

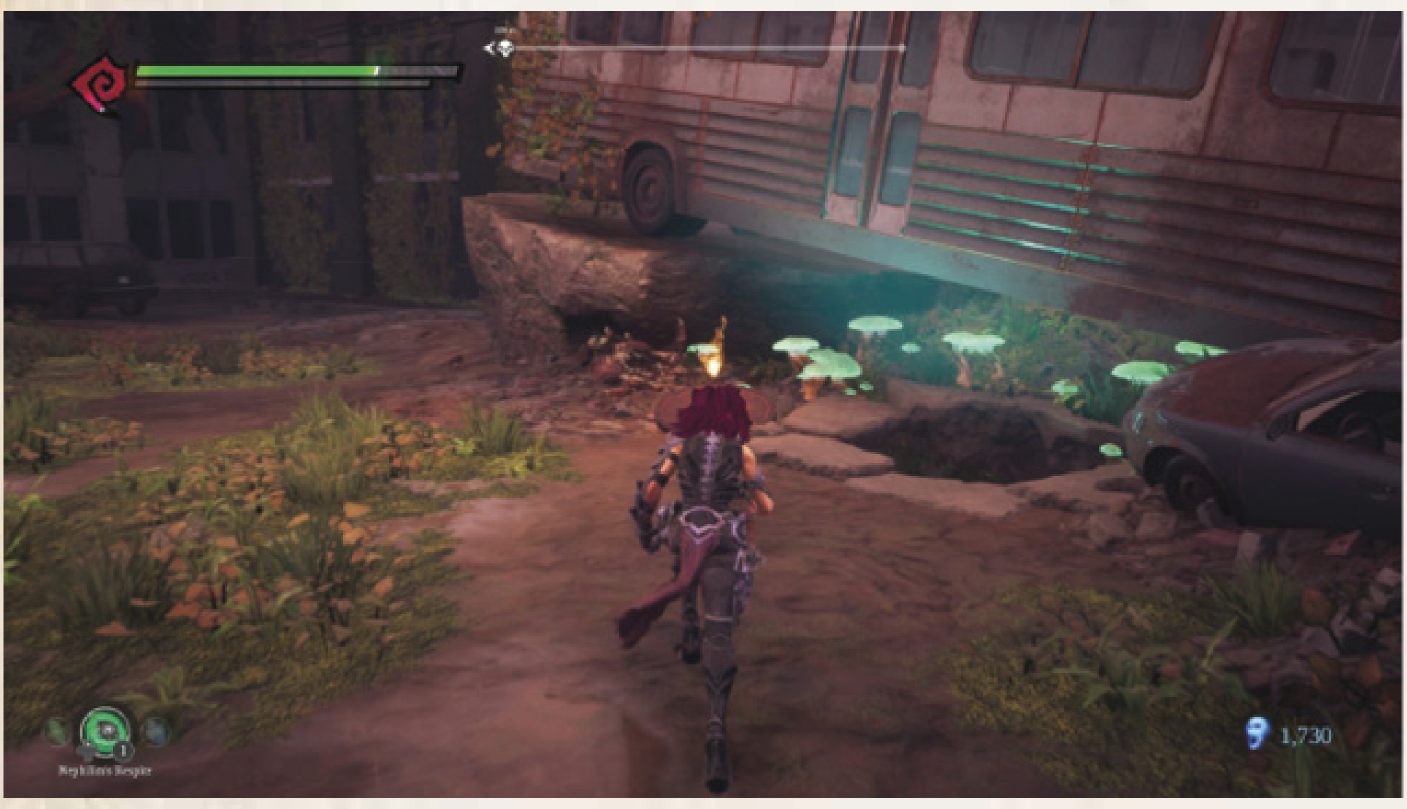


Be careful not to draw any other enemies into your battle against the Suffering.

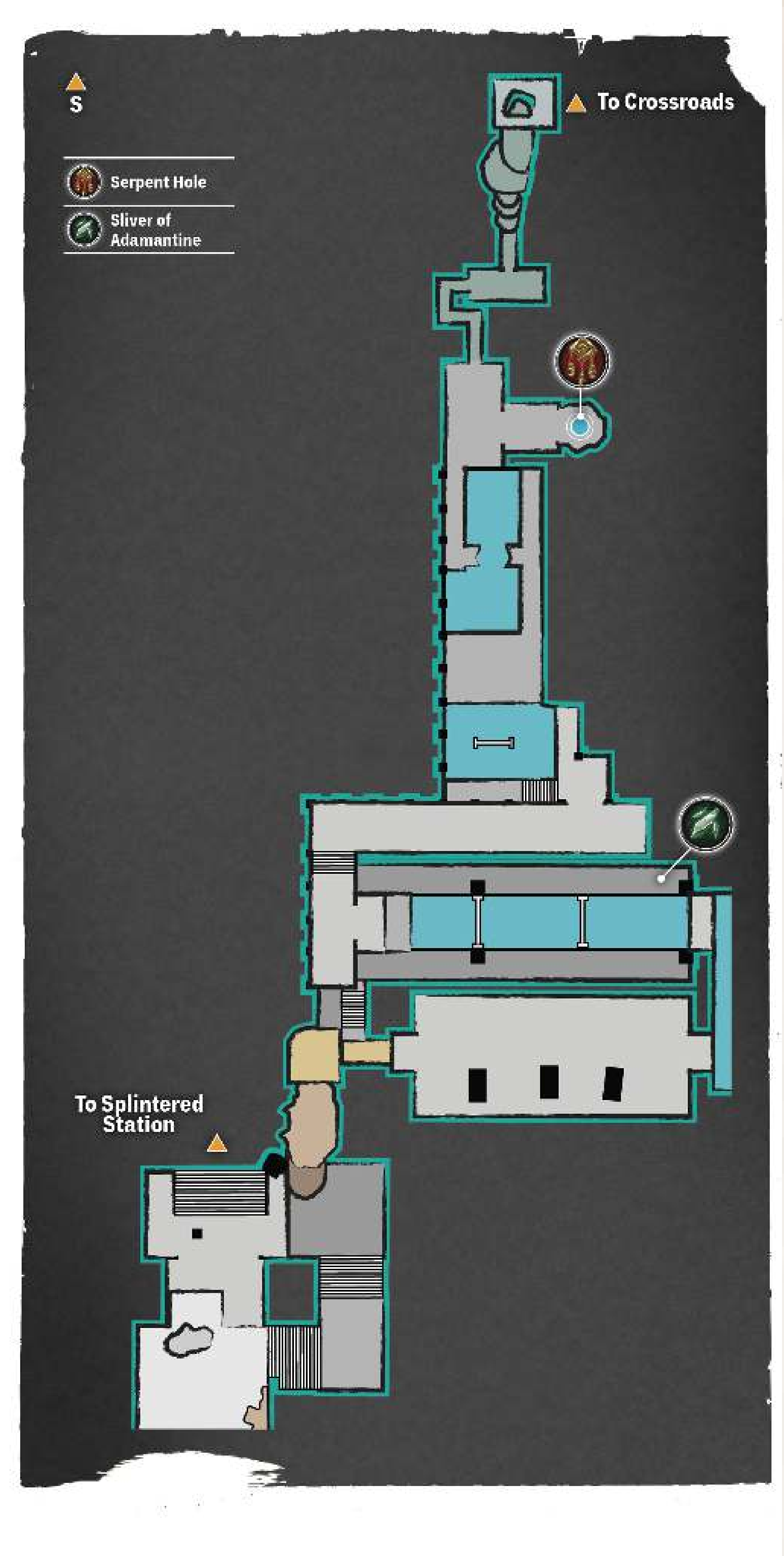
➤ DELAYED DANGER

The Black Sycophant in the far right-hand corner may not look that different, but it poses a much bigger threat. Not only is he quite fast and capable of combination attacks, but the delay in his charged, right-hand club attack makes dodging it quite difficult. Be patient. Better still, trigger Havoc Form!

Complete a tour of the area, then approach the bus across the clearing from the lift. Collect the Wrath Shard and drop through the hole to the sewer below. Here, Fury will use the Gateway Stone to rescue the **Human** cowering in the corner. Crawl through the ventilation shaft to enter the maintenance tunnels.



This hole leads to your first human encounter—and the entrance to the Nether.



INTO THE SUBWAY SYSTEM

Leap across the broken walkway to the eggs and beat back the Chain Spider that attacks. Spot the Sloth Bug on the ground below and hit it with the Gravel Grinder attack. Sloth Bugs broadcast their pincer attack with a grunt, so time your dodge for their attack. They are harmless from afar, unlike the Chain Spiders, which hatch from their eggs with an aggressive pounce. Fortunately, neither of these creatures poses much threat. The Mosquito on the wall won't likely bother you unless you antagonize it.

Nothing like a Gravel Grinder for dealing with unsuspecting enemies.

Swing across the cesspool via the pipe and continue to the larger room ahead. You'll need to whip swing across the length of the trench via the pipes with the chains, but first eliminate the three Sloth Bugs below and collect the Sliver of Adamantine.

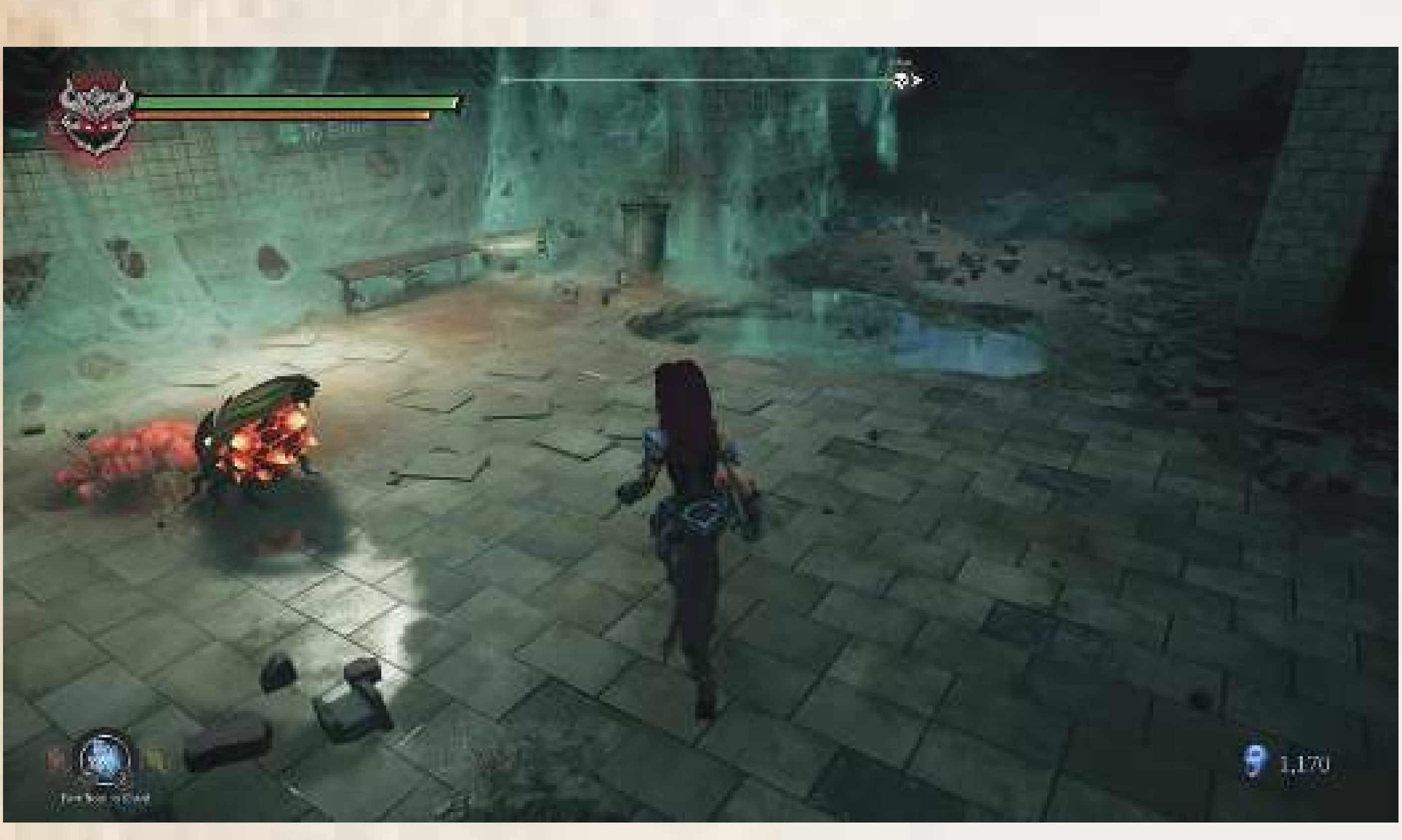
➤ HAVOC FORM READY?

Fury's Havoc Meter should be full at this point. When triggered, Fury's Havoc Form grants her tremendous power and temporary invincibility. Though Havoc Form can be cancelled, the meter is slow to recharge and should only be used when essential.

The room with the waste treatment tanks contains multiple Sloth Bugs along with two leaping Red Minions and several Chain Spiders, so advance slowly. Unleash a Wrath Attack if necessary, but refrain from using Fury's Havoc Form for now. Follow the pipes to the cave leading down into the subway system. Gravel Grinder the Blue Minion on the ledge before leaping for the stairs. The lengthy Executioner combo should be all Fury needs to slay most Minions.

Arcane Counters are great for dispatching an isolated Red Minion.

At first glance, there appears to be no way out of the web-draped subway terminal. Fortunately, the insect that scurries out of the hive becomes flammable after ingesting the Bomb Bug bait that fell from the ceiling. Wait for the insect to glow red, then attack it. Back away before it explodes, igniting the webbing. There's another way to deal with these insects in a more controlled manner, but for now drop through the hole.



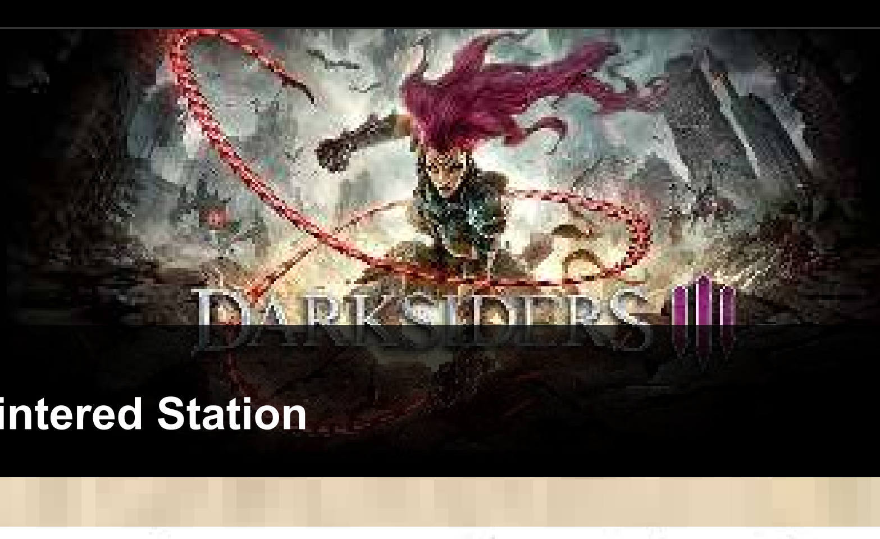
Wait for it to eat the rancid meat, then detonate it to burn the webs.

Watch as a massive spider-like creature clambers along the ceiling, then approach the steps (you can't reach the pickup atop the walkway just yet). Top off your Health and consume a Fortification Shard before descending toward the Minions. Be careful not to advance too far, as two more lurk in this area. Maintain an aggressive approach and don't let a Blue Minion call for support—attack it as soon as its claws glow red. It's easy to get overwhelmed if reinforcements arrive, so don't hesitate to trigger Fury's Havoc Form if this occurs. Just make sure to cancel Havoc Form as soon as the threat is eliminated.

SLOTH RESTS OUT OF REACH

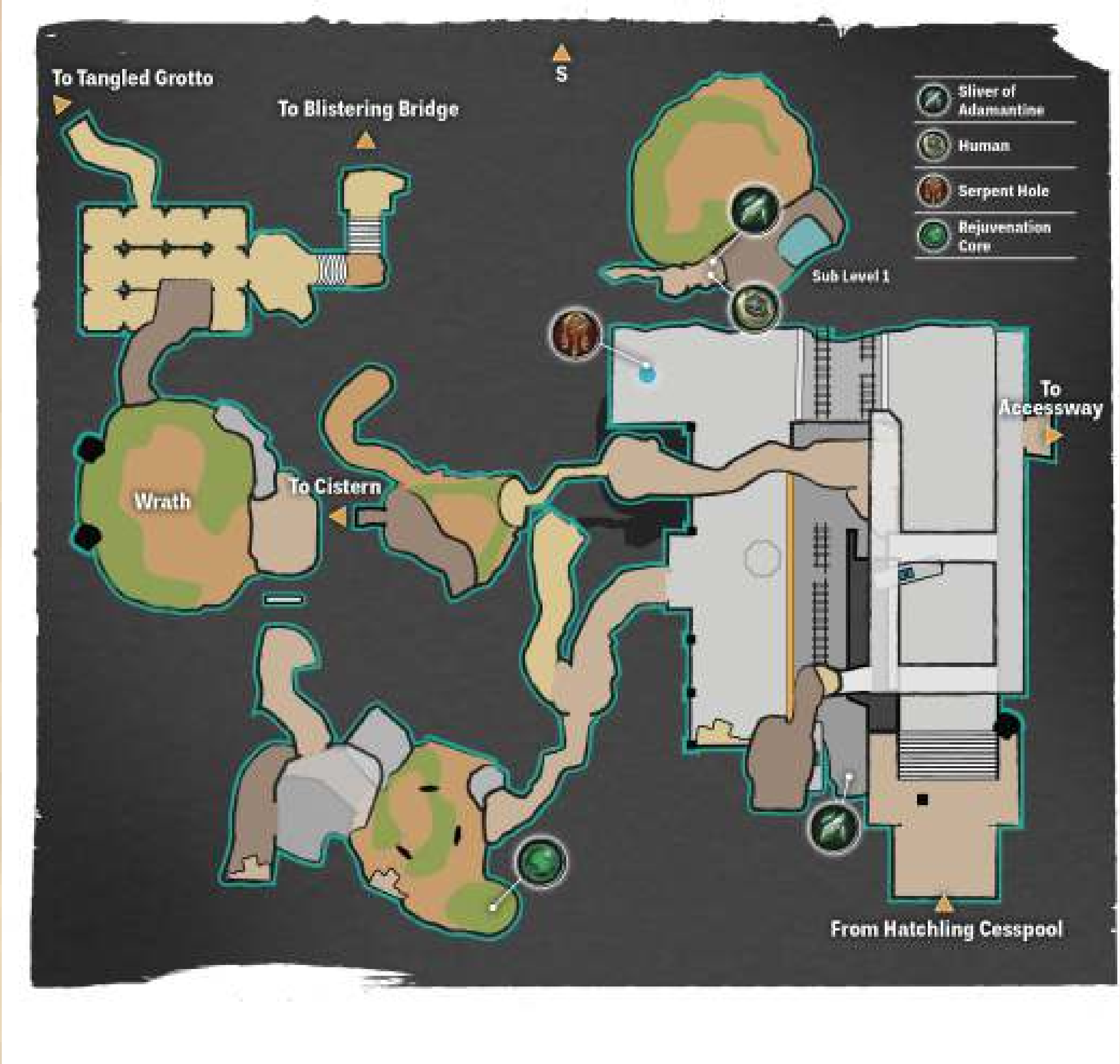
The creature you see slouching atop the throne across the chasm is Sloth, one of the Seven Deadly Sins. Though near at hand, Sloth is out of reach for now. But his time will come…

Head left along the edge of the canyon to the next Serpent Hole. You should have enough Souls to upgrade to level 5 without shattering many Lurcher Crystals. So long as the game isn't proving too challenging thus far, it's wise to save your Lurcher Crystals until you can afford the Unfocused Leviathan (5,000 Souls).



Wrath

Nether: Splintered Station

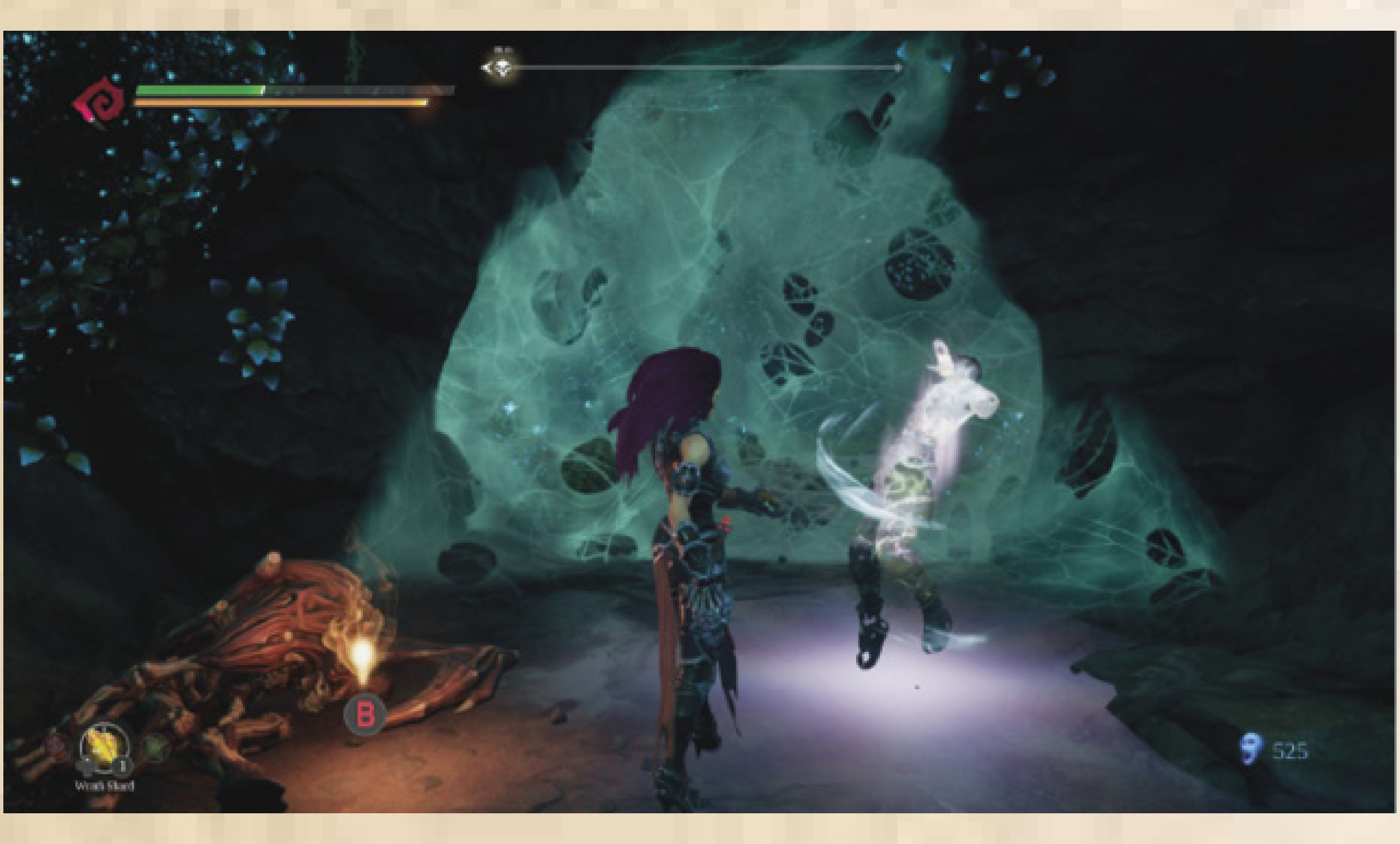


LOCATE WRATH INSIDE THE NETHER

Clear the Sloth Bugs from the subway tracks and Aerial Slash the Mosquito near the Sliver of Adamantine to the left. Note the location of the insect near the hive on the right, but leave it where it is for now.

Descend the slope to the right and activate a Fortification Shard (or Wrath Shard if none are available). Rush toward the Black Sycophant on the edge of the cliff, dodge its attack, and Arcane Counter. Try to get to the far side of it (or lure it back uphill) and strike it with Cross Slash and Flurry combos as you push it back away from the edge. If possible, perform an Arcane Counter with an Air Initiation attack to get it airborne, and finish with a Flip Saw.

With the Black Sycophant defeated, crawl through the narrow opening to the cave where it was standing. There, you can rescue another **Human**. Check your tally of Slivers of Adamantine and use the Serpent Hole to visit Ulthane if you have the four needed for your next weapon upgrade (or six for your first two upgrades if you haven't returned yet).



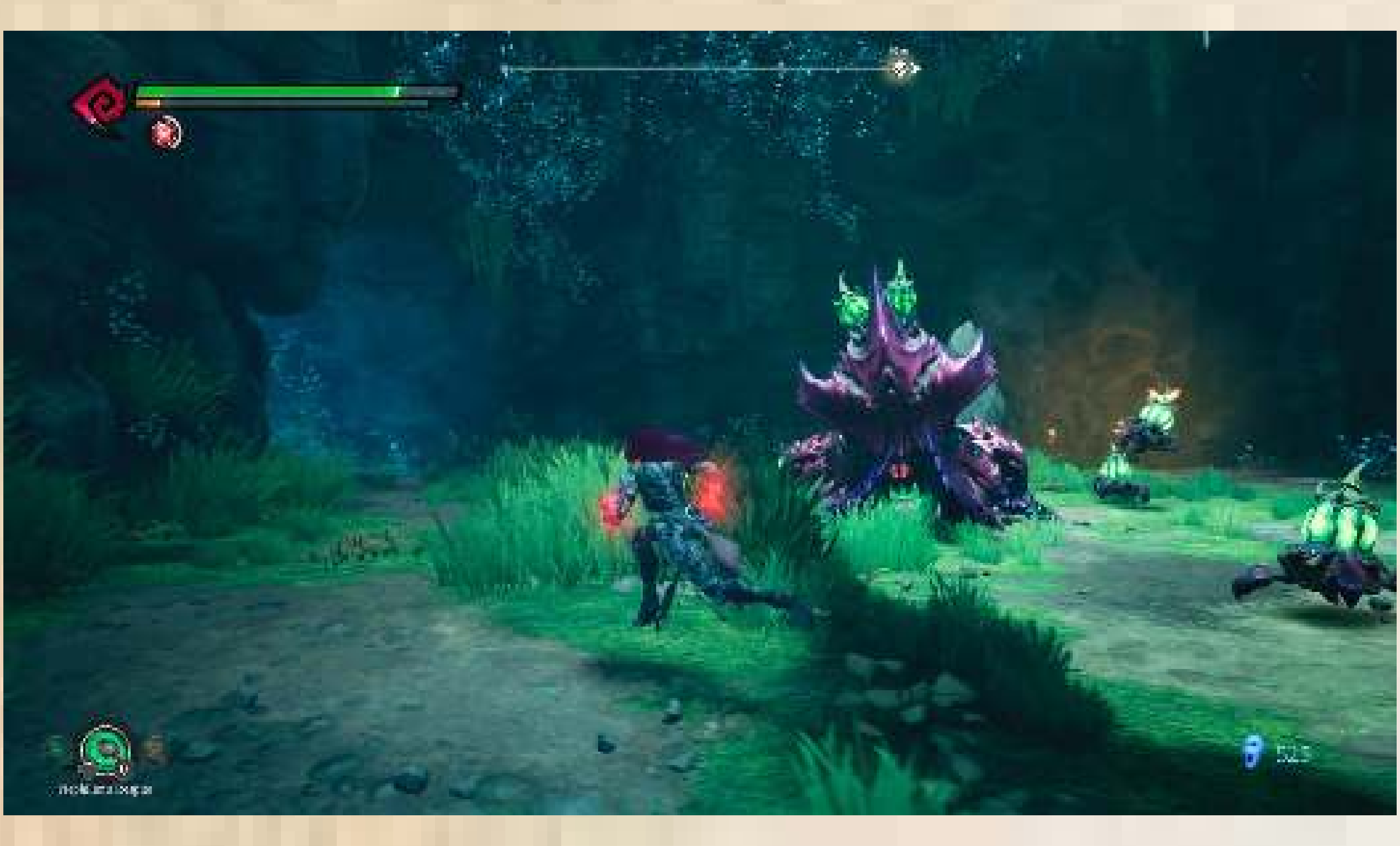
You can't burn through the webs here just yet, but you can save a human.

Aerial Slash the cocoon of decomposing meat near the large web, then return up the hill and grab the Bomb Bug. Carry it to the meat and wait for it to eat, becoming explosive. Grab it again and quickly hurl it at the web to burn through it. Follow the tunnel to the cave with the two webbed tunnels up ahead (a third red webbing is out of sight on the upper platform). Here is where things get tricky. But first…

RED WEBS RETURN

The standard gray cobwebs disappear permanently once burned, but the red ones reappear after several seconds. Plan ahead.

Ensure your Health is topped off, then drop into the cave, where a Brood Mother smashes through the rocks on the left. Use a Strength Shard and stand back as the Brood Mother deploys its poisonous Brood Mother Spawns. Don't strike them, as they'll explode upon death, showering the area in toxicity. Instead, stand back, dodge the Brood Mother's charge, and Arcane Counter. The Chain Spiders will self-destruct after several moments. Better yet, aim to lure the Brood Mother into her spawn. Unleash a Scarlet Strike to inflict heavy damage, then hit the Brood Mother with lengthy combos.



Now it's time to deal with the webs. Cut down the red meat from the cocoon, wait for the Bomb Bug to eat it, then slash it to burn the webbing on the ground. Wait for a second Bomb Bug to emerge—only one can exit a given hive at a time—and grab hold of it. Carry it through the tunnel you exposed to a pile of meat near a red web. Wait for a second Bomb Bug to scamper over, then drop the one you're carrying near the food. As soon as the second Bomb Bug gets near the food, pick up the first, pause for a moment, then throw it at the red web. Quickly grab the second Bomb Bug and run through the tunnel before the webbing reappears, then hurl the Bomb Bug at the gray web around the corner to the left.

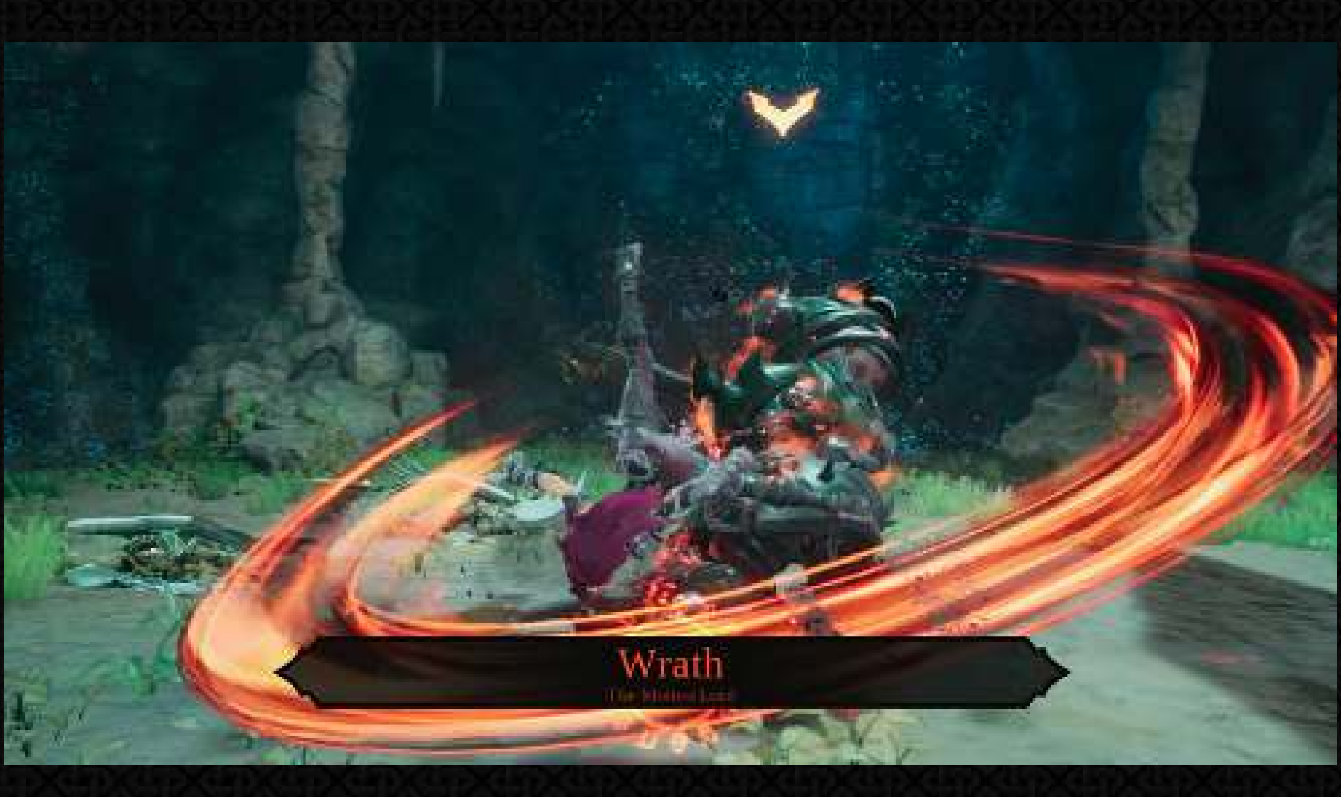
Descend the sloping path to the canyon deeper underground and swing across to the other ledge. Pause for a moment to top off your Health and Wrath before approaching the overlook.

FURY'S FIRST REJUVENATION CORE

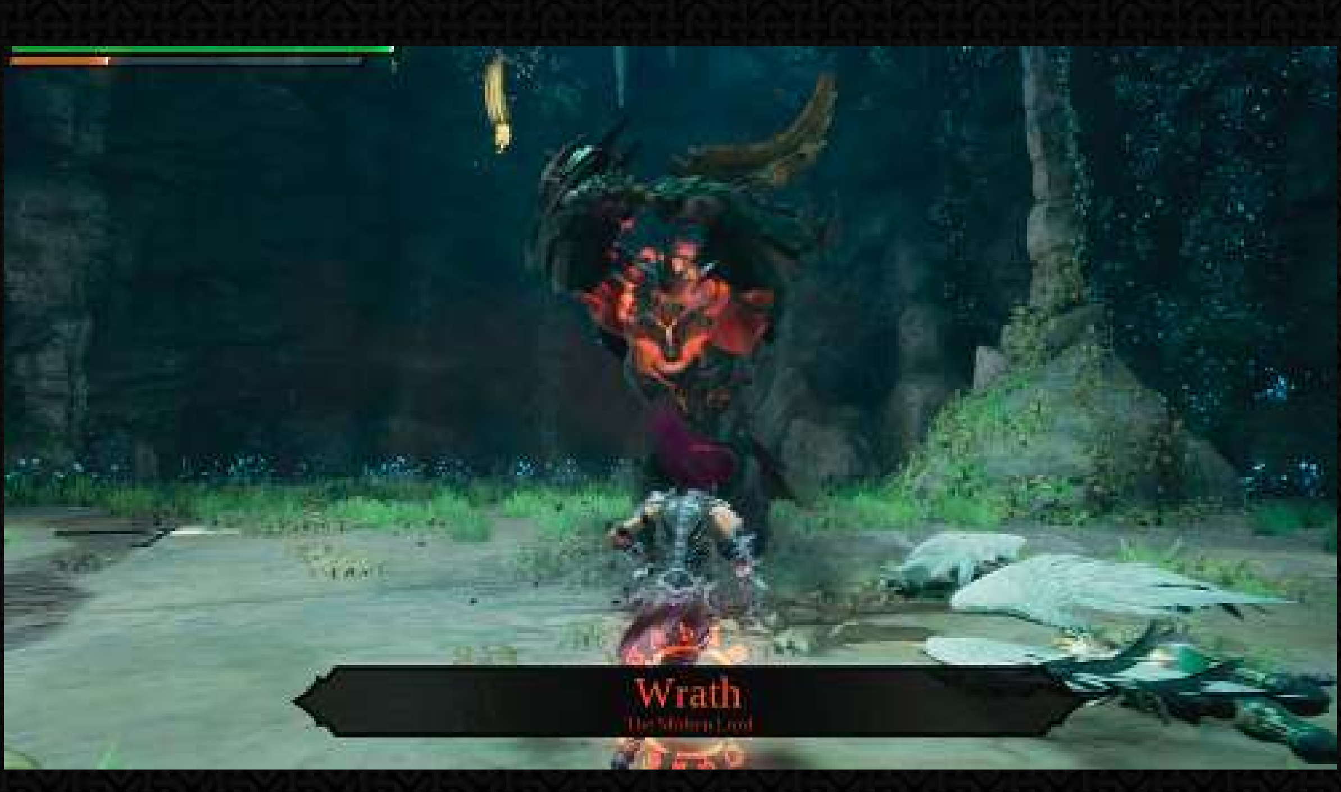
The **Rejuvenation Core** located in the cave where the Brood Mother was lurking increases the amount of Health each Nephilim's Respite restores. Each successive Rejuvenation Core provides +75 additional Healing.

Wrath

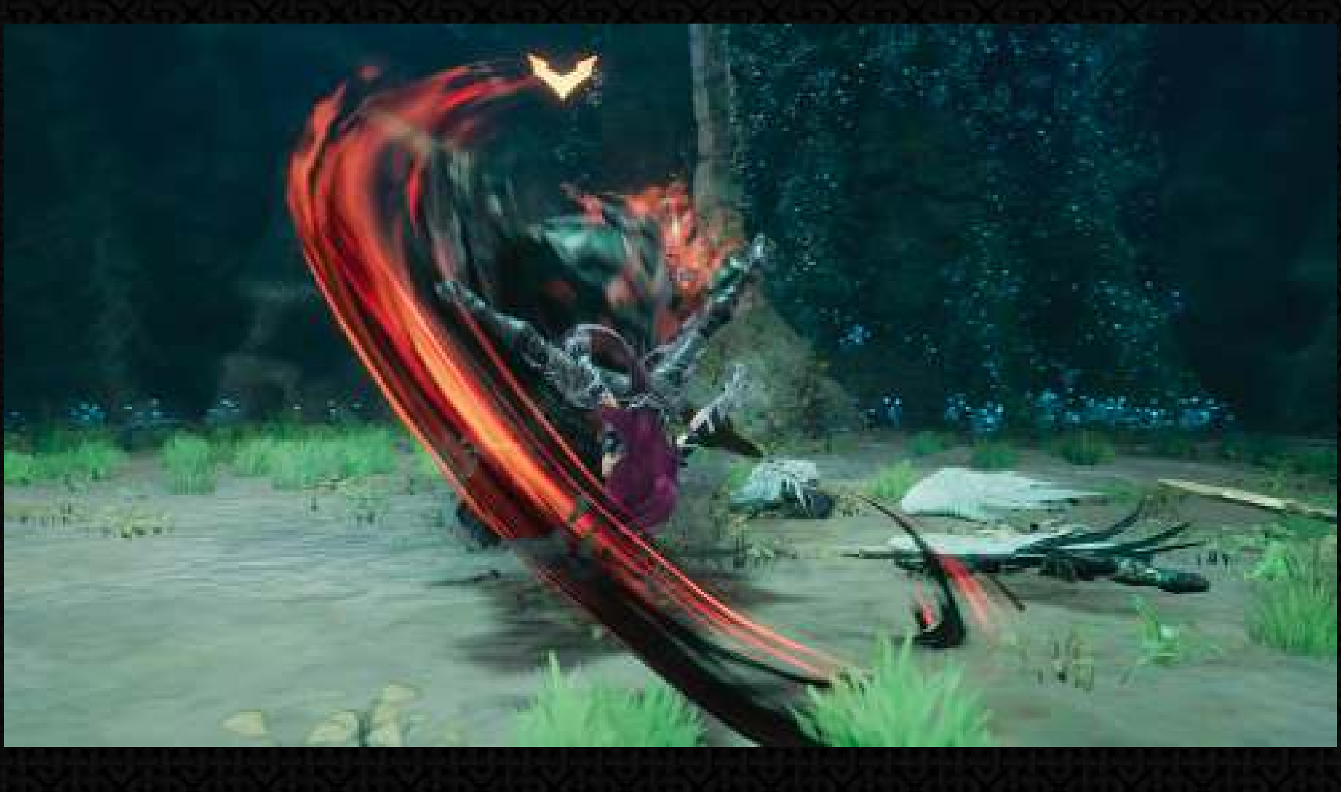
Left Slash: With little warning, Wrath raises his massive cleaver in the air with his left hand and then swings it in a 180-degree arc. Dodge the moment he yells to have the weapon pass beneath Fury, then Arcane Counter.



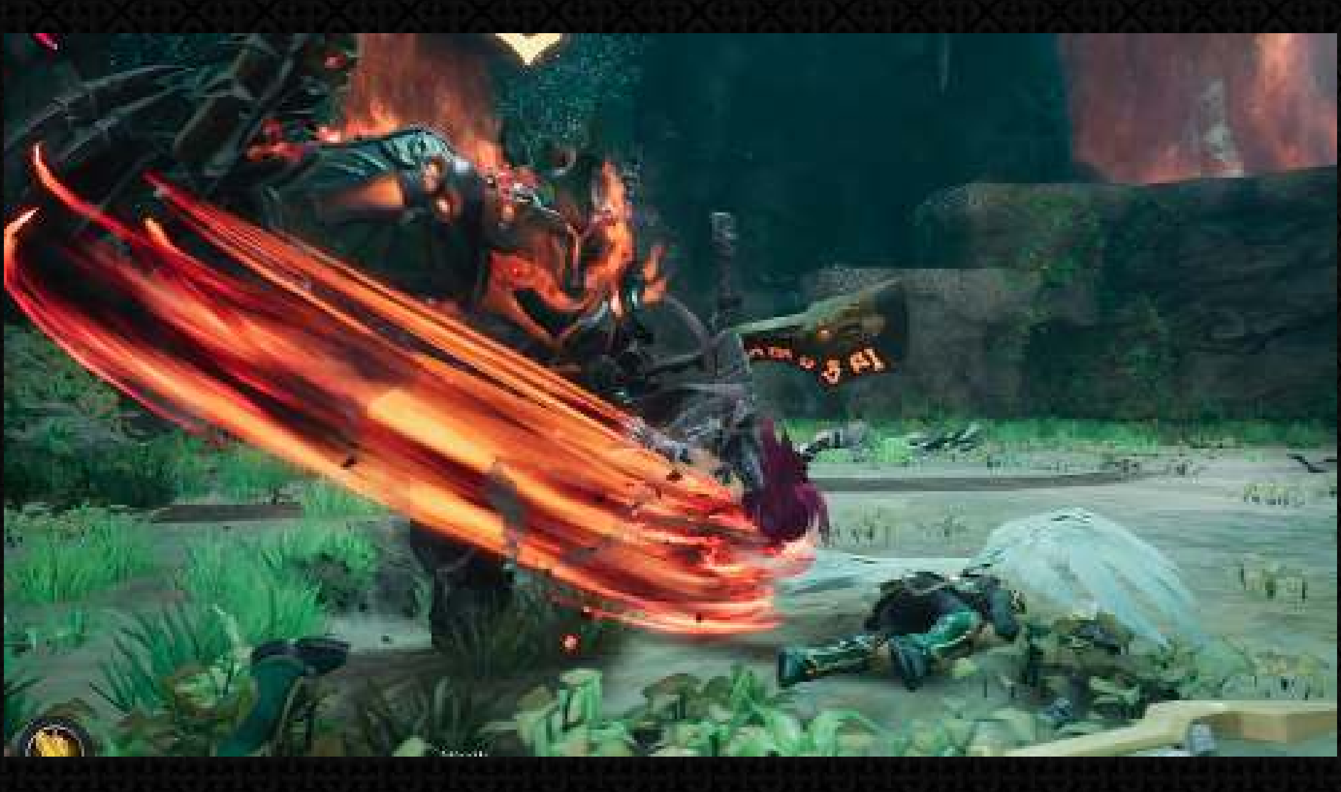
Cross Slash: Wrath crosses his arms overhead before attacking with both weapons in a scissoring cross slash. Dodge backward away from him as soon as he begins the swing, else you'll surely be caught between the two blades and knocked back.



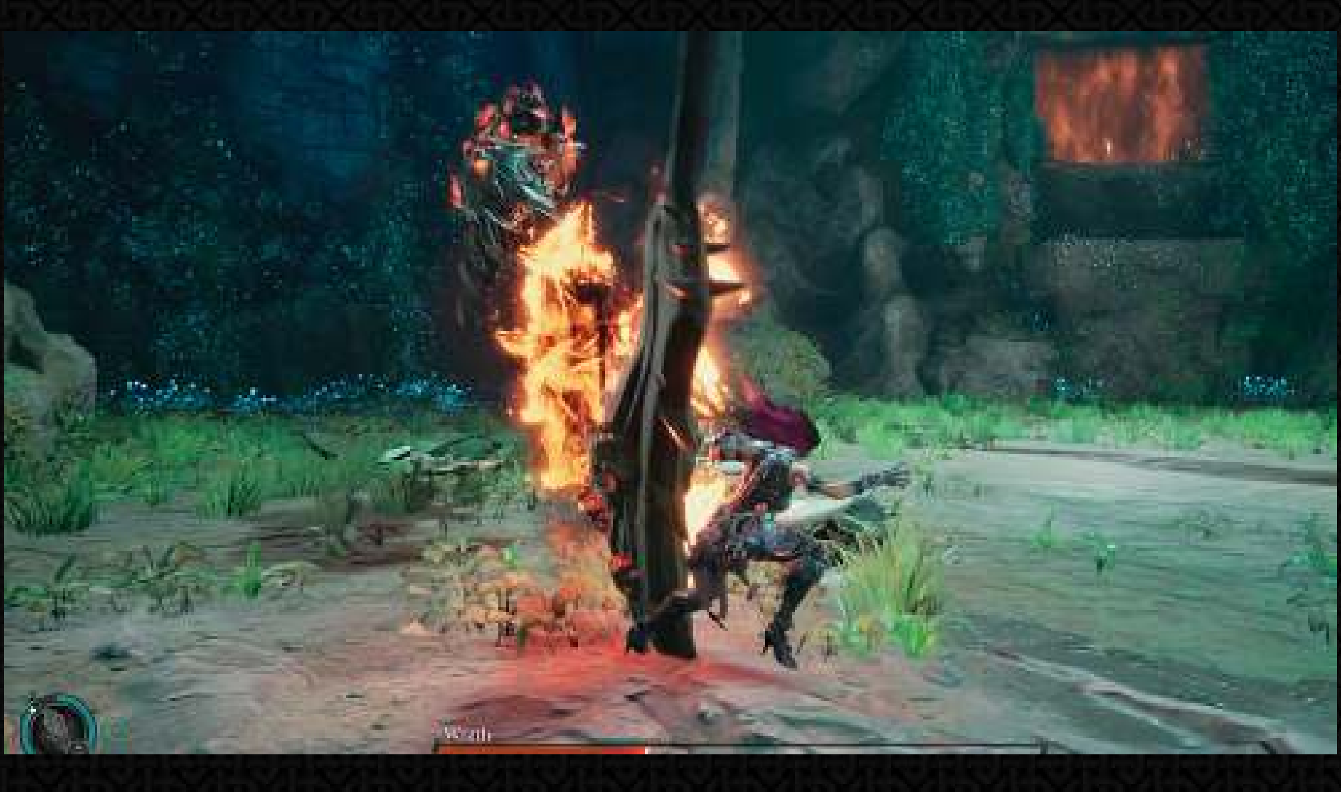
Overhand Right Slash: His potent but relatively slower overhand right can inflict a lot of damage, but it's easy to spot and can be followed with a Judge, Jury, and Executioner combo.



Fire Frenzy: Wrath eventually flexes his muscles and imbues himself with molten energy. He'll get more aggressive, charge forward with a backswing attack, and even perform an uppercut sweep attack that comes crashing down with his right hand.



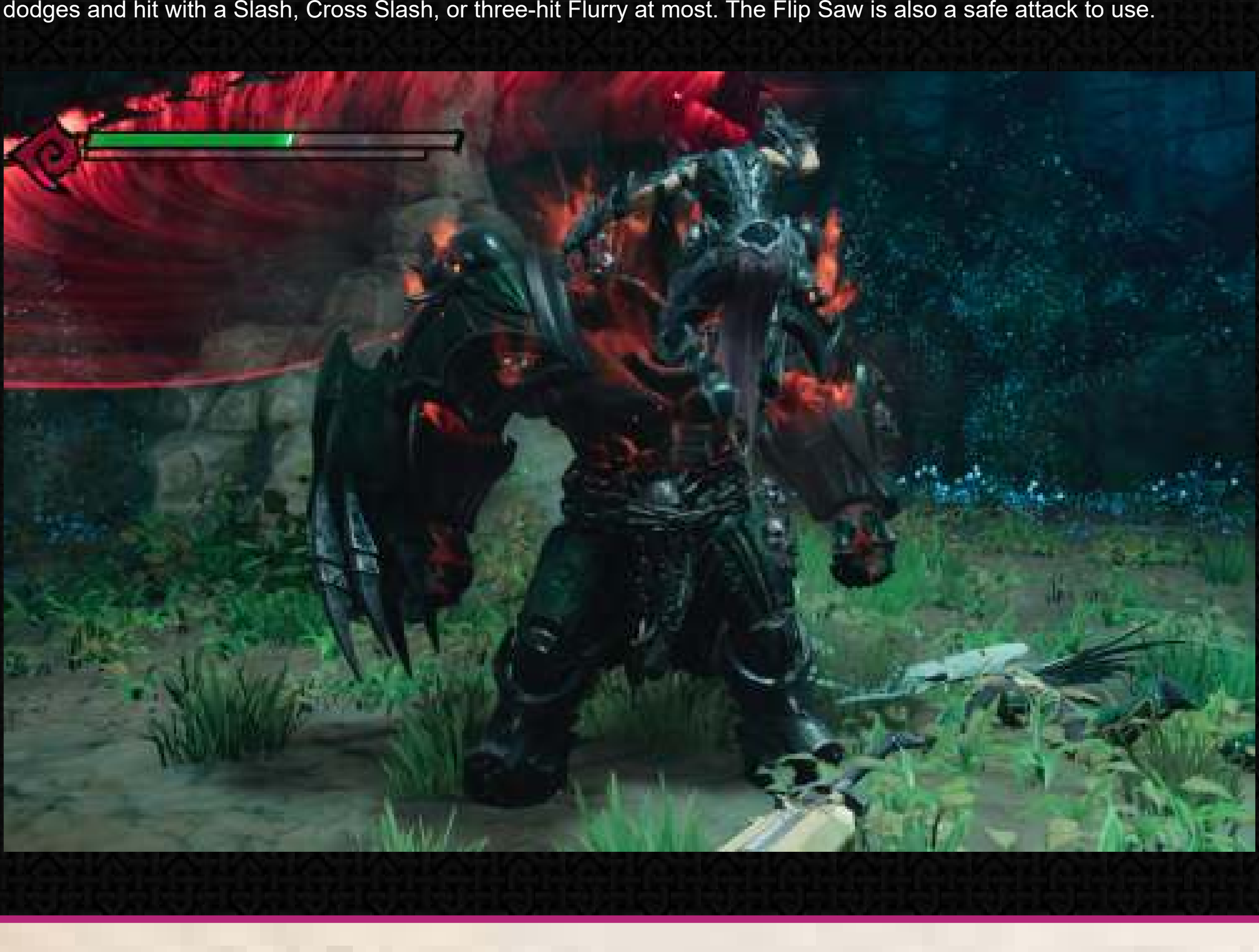
Leaping Throw: Watch for Wrath to slam his two weapons together to create a single, larger blade. He'll then leap into the air as the weapon turns molten within his hand. Strafe around him from afar and be ready to dodge as the weapon hurtles toward you.



Envy may have been easier to find, but Wrath is arguably simpler to defeat. By now you're accustomed to the dodge-and-counter combat demanded by the game. The dual-wielding Wrath wastes no time in striking with either of his weapons. Dodge upon hearing his shout and Arcane Counter at once. He's a large, plodding beast and takes his time between attacks, allowing Fury to link up multi-hit combos. Ripcord attacks, Air Initiations, and the like are no use against Wrath, so stick with the basics.

Of all his attacks, the Cross Slash is the most difficult to dodge on account of its tremendous reach. Watch for him to raise both hands overhead and do what you can to dodge backward, or, if low on Health, trigger a Wrath Attack or Havoc Form to interrupt this potent attack.

Dodge and counter until Wrath rears back and engulfs himself in flame. His attacks come quicker at this point, and he'll mix backswing and uppercut slashes with his right hand. Don't be greedy during this phase. Arcane Counter after dodges and hit with a Slash, Cross Slash, or three-hit Flurry at most. The Flip Saw is also a safe attack to use.



DARKSIDERS III

Avarice

Path to Avarice

The Lord of the Hollows has decided to back Fury's play to bring the Seven Deadly Sins under control, even as he warns of the Charred Council being corrupt. As Angels and Demons willingly give themselves over to him, he in turn has handed the Flame Hollow to Fury. Though her powers continue to grow in tandem with her number of supporters, so too grows the difficulty of her task—and number of targets: The Lord of the Hollows has asked her to bring him the soul of Abraxis.

Fury's Path

Master the powers of the Flame Hollow.

Fight your way across the Blistering Bridge.

Eliminate the Flame Warden (optional).

Raise the drawbridge.

Find the missing sword.

Complete the sword trio and return to the Nether.

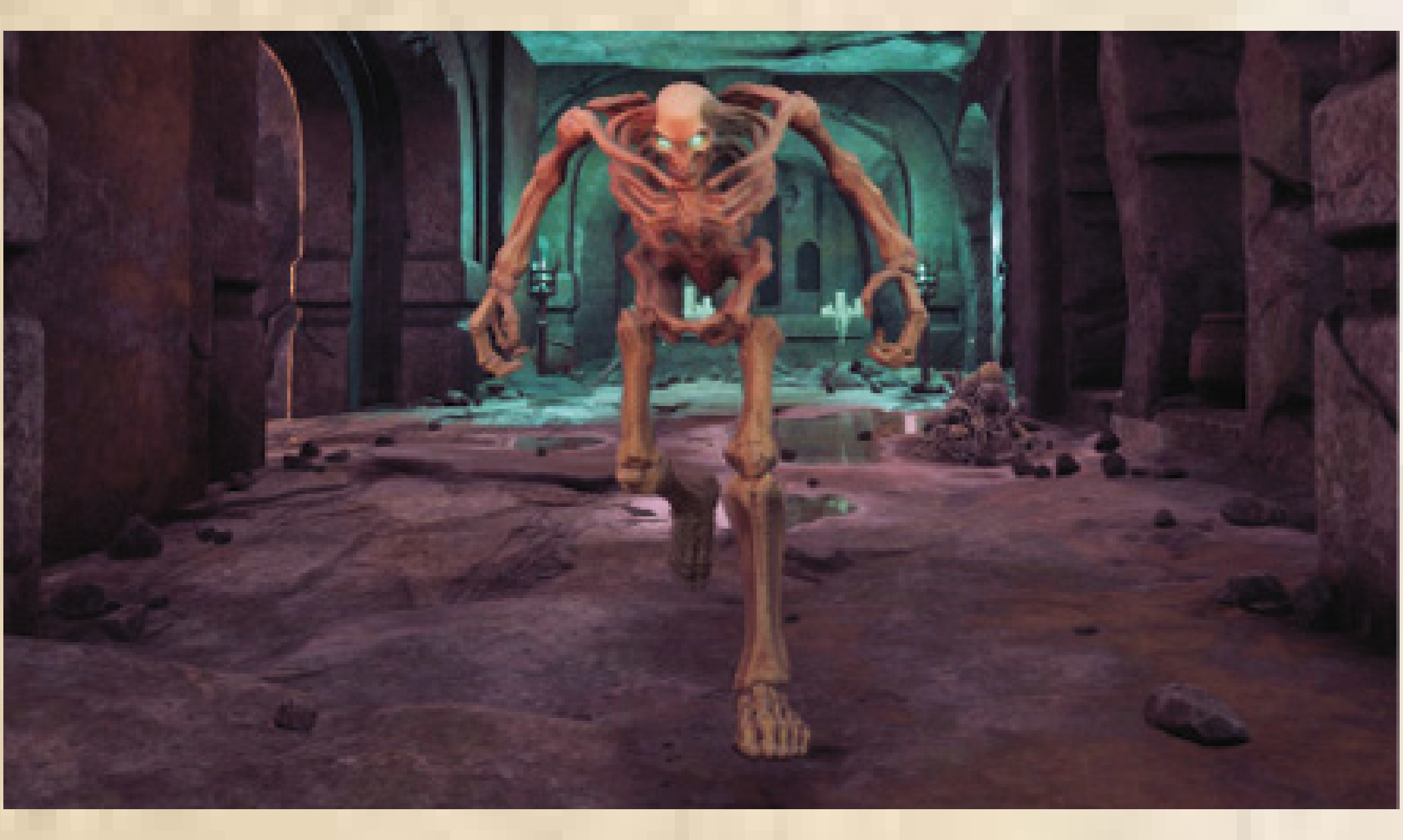
Navigate the grotto.

Visit the museum's dinosaur exhibit.

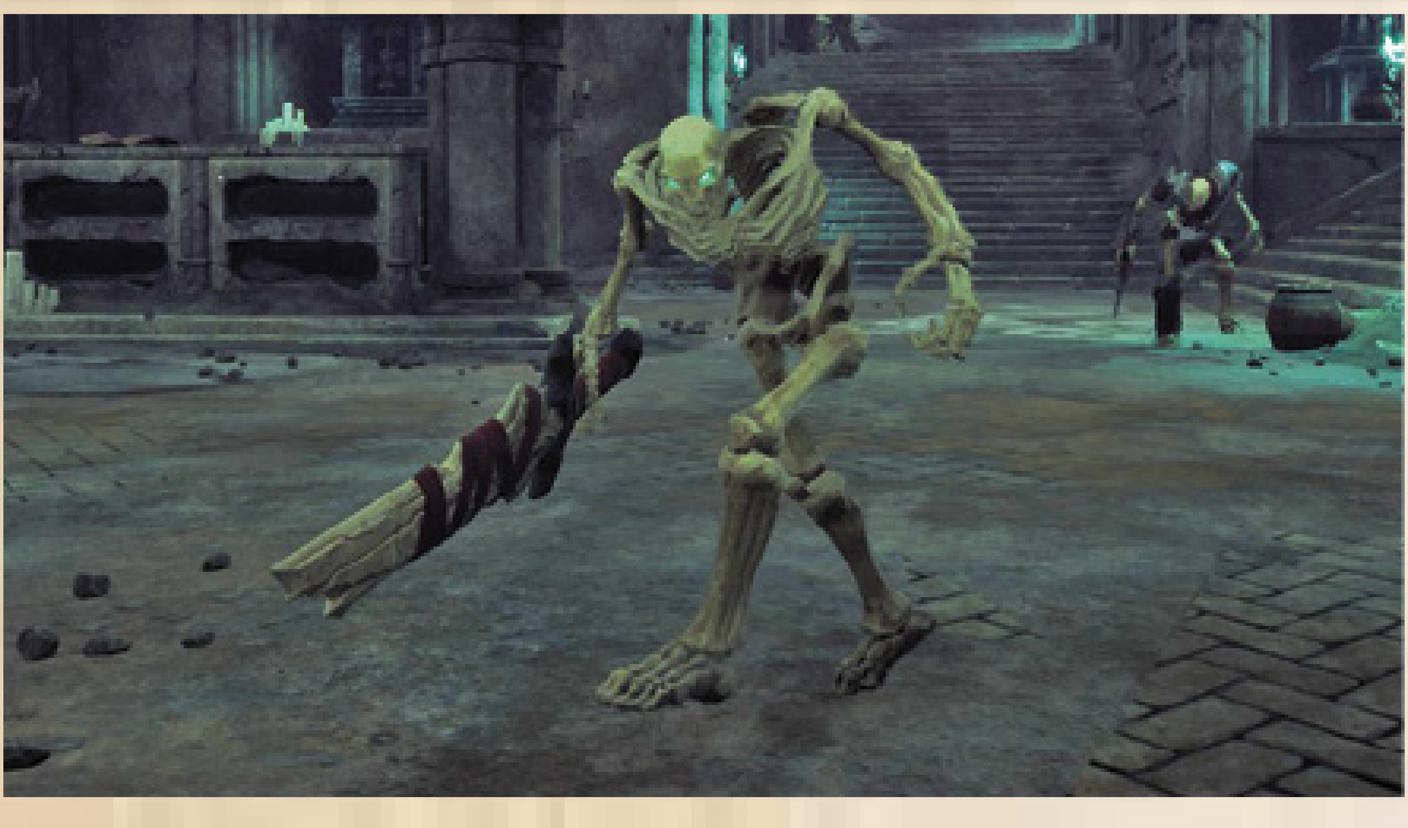
Defeat Avarice in the Atrium of Greed.

Battle Prep

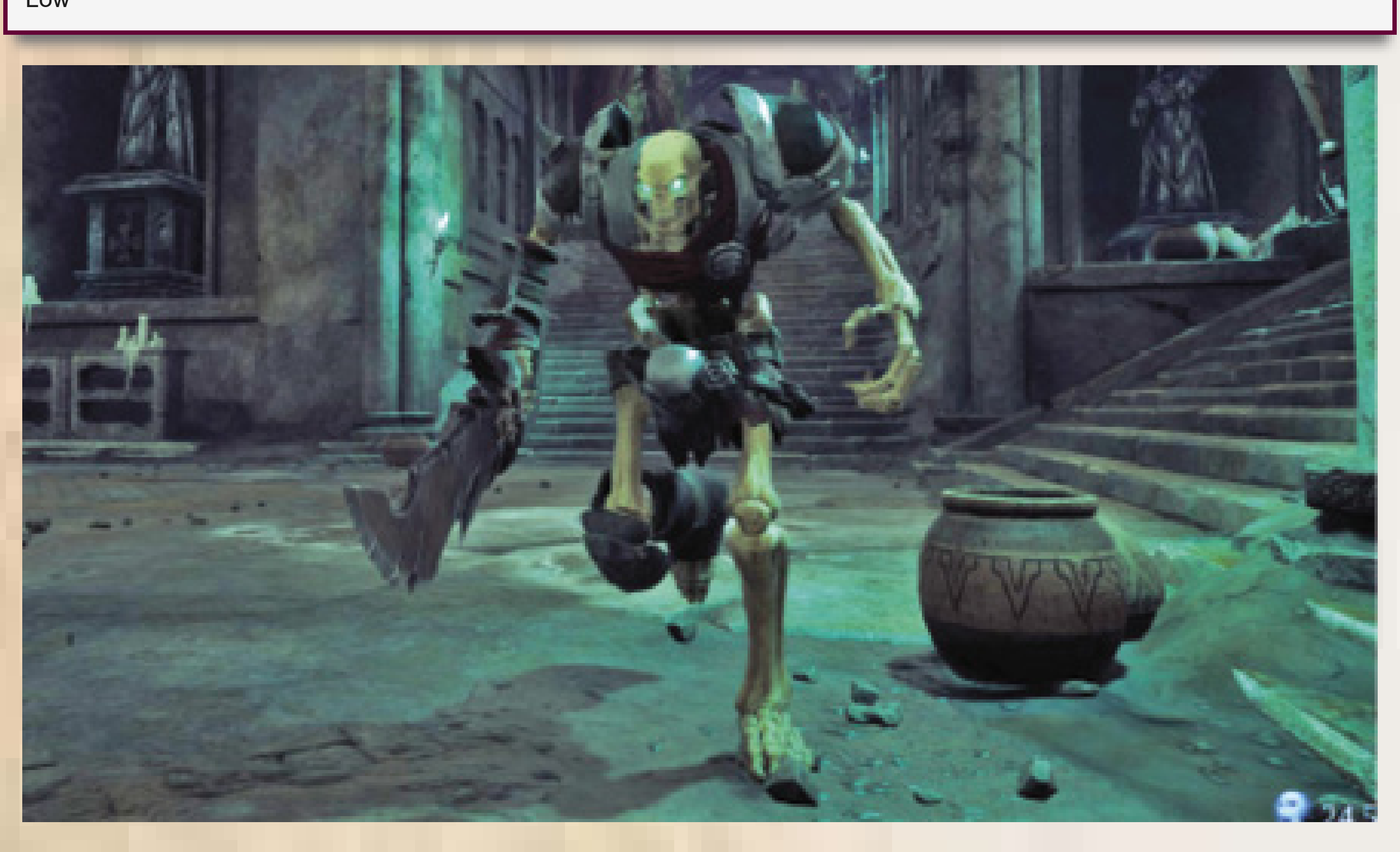
New Encounters



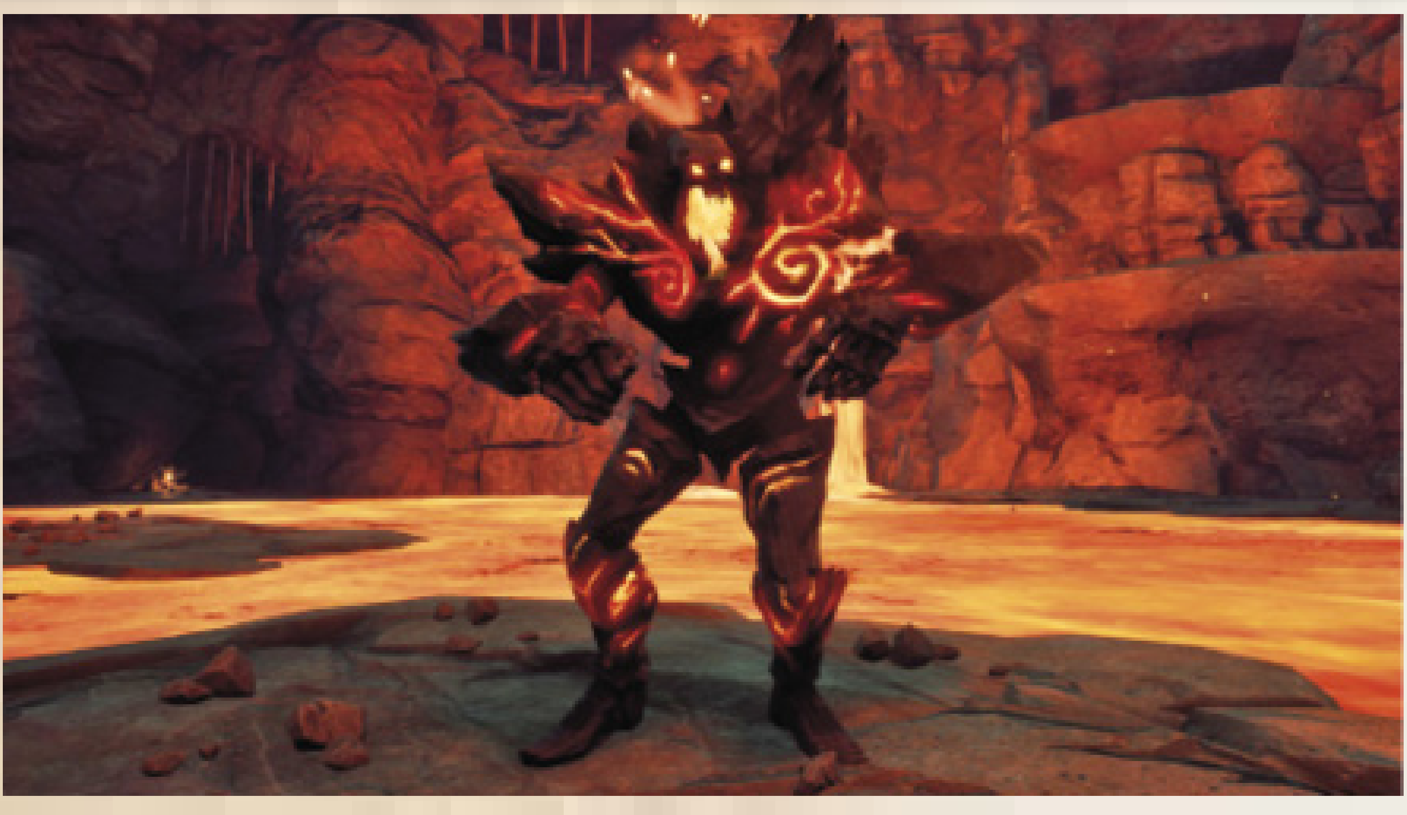
Name
Skeleton
Class
Skeleton
Habitat
Hollows
Threat Level
Low



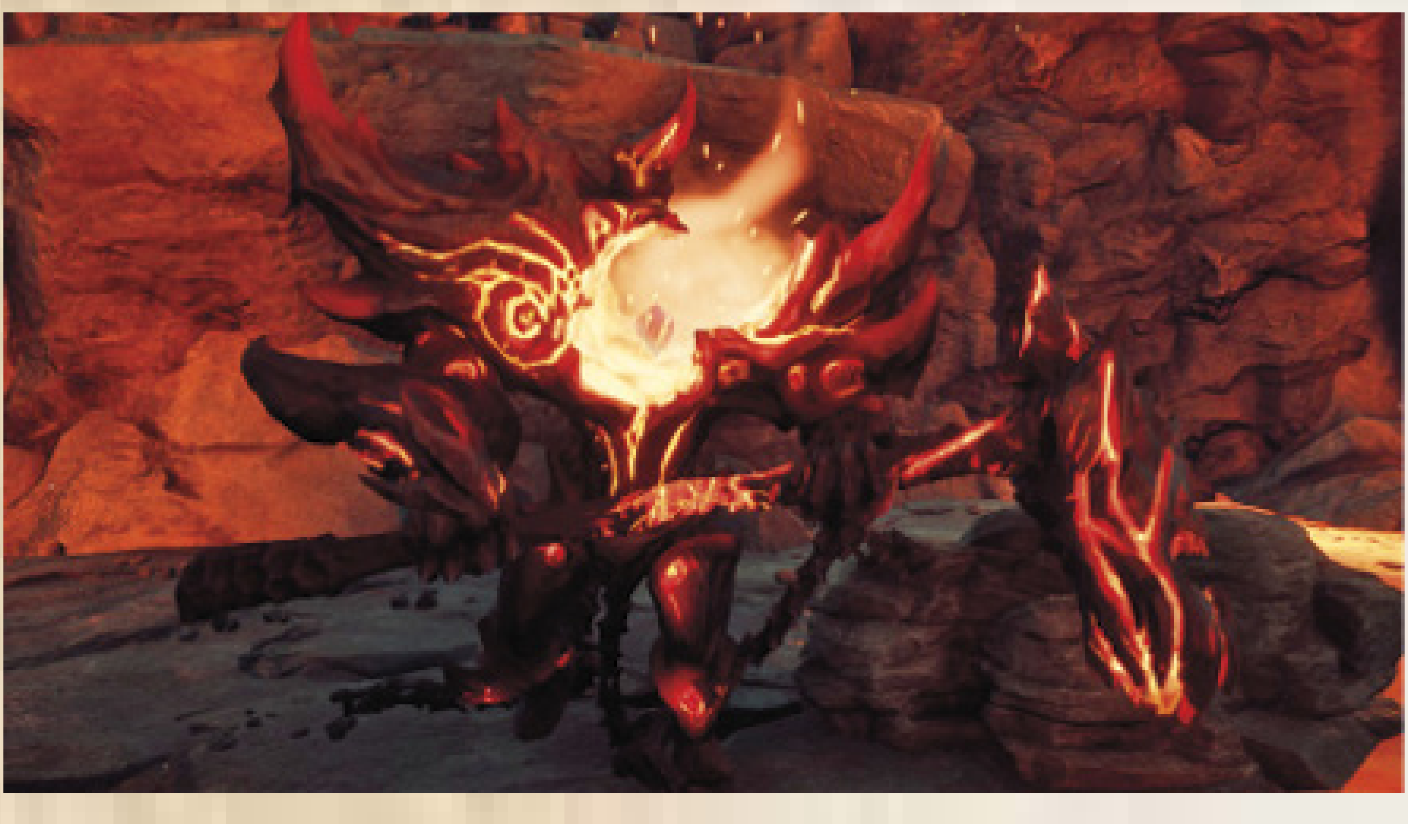
Name
Skeleton Sword
Class
Skeleton
Habitat
Hollows
Threat Level
Low



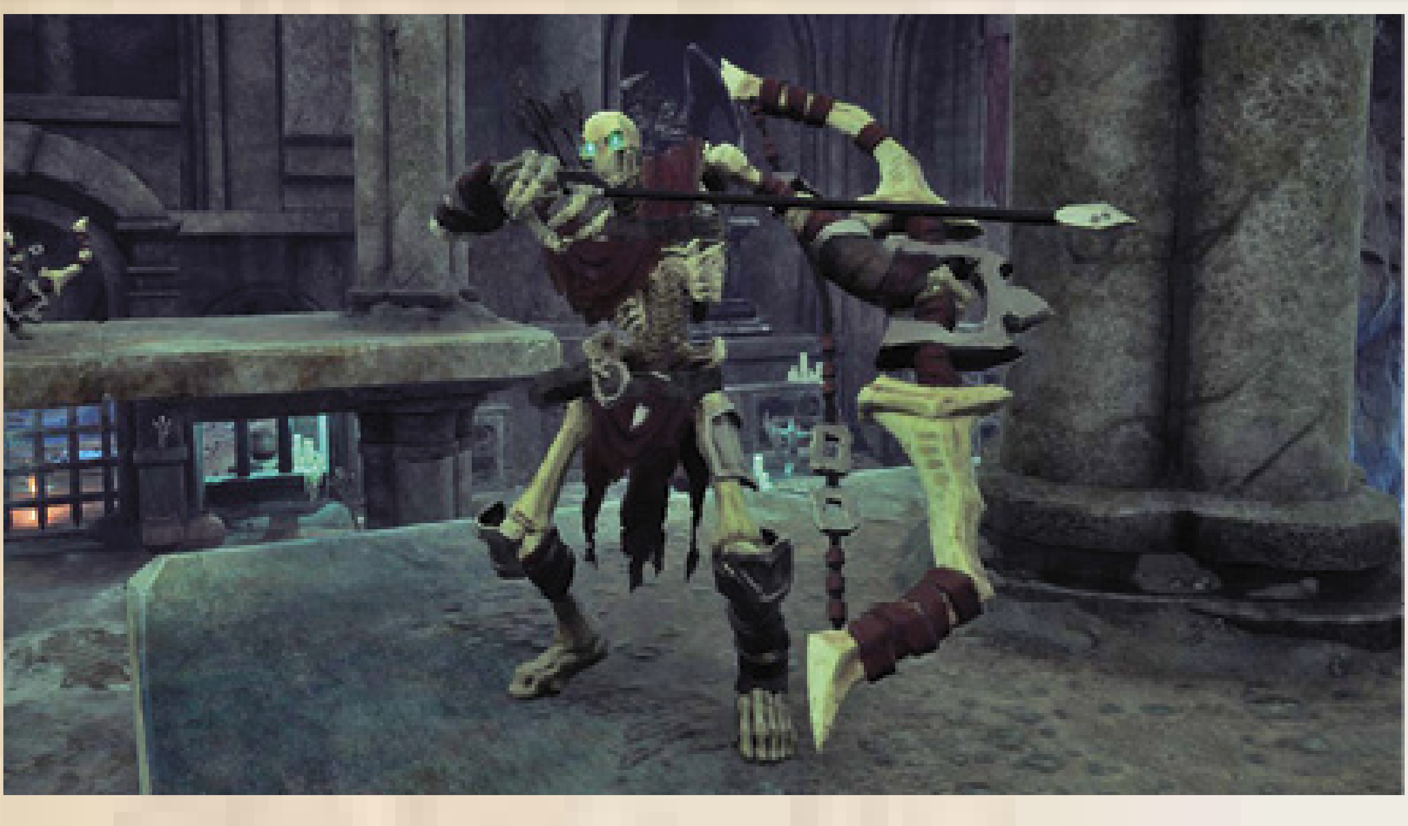
Name
Armored Skeleton
Class
Skeleton
Habitat
Hollows
Threat Level
Moderate



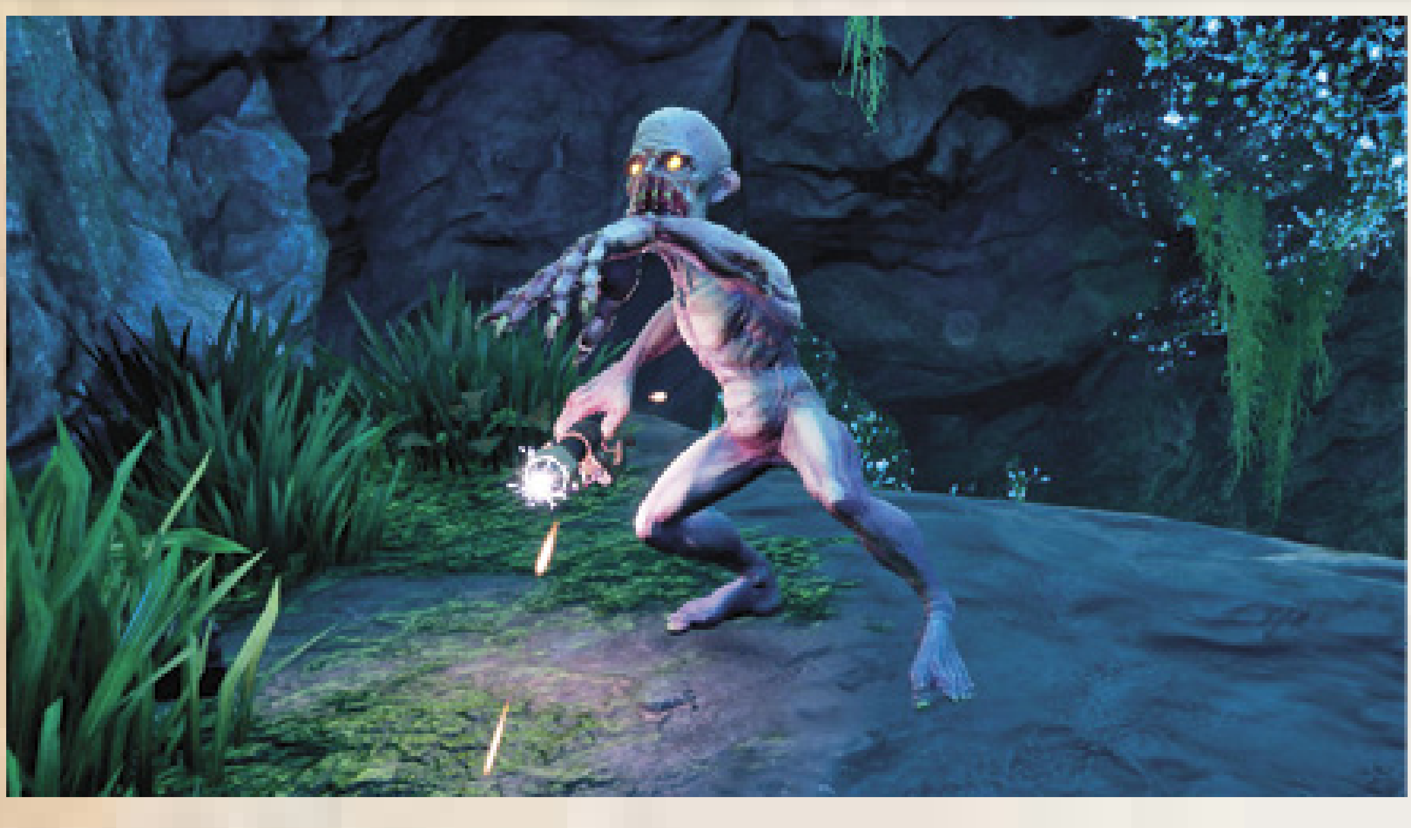
Name
Lava Abomination
Class
Lava Creatures
Habitat
Hollows
Threat Level
Moderate



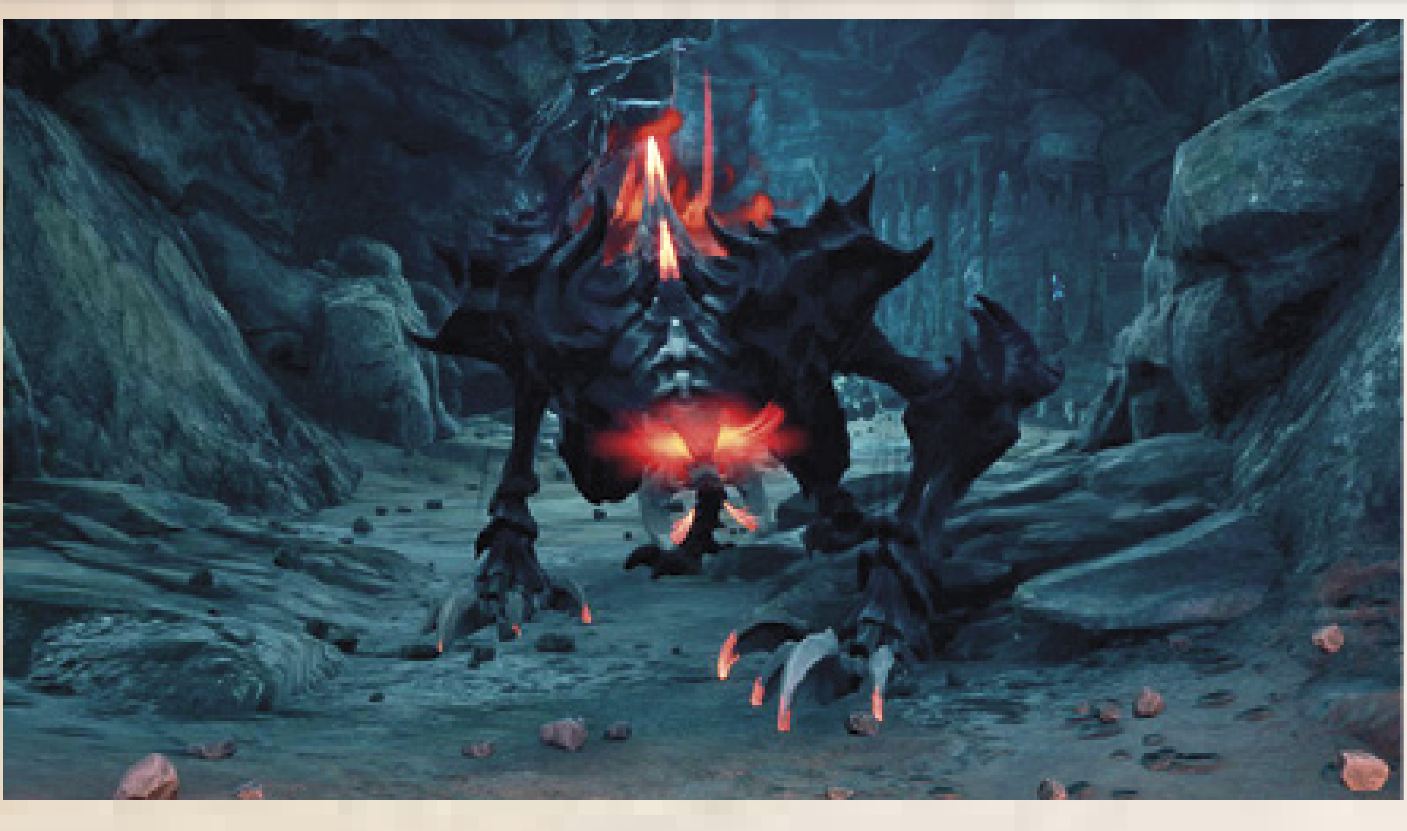
Name
Lava Brute
Class
Lava Creatures
Habitat
Hollows
Threat Level
High



Name
Skeleton Archer
Class
Skeleton
Habitat
Hollows
Threat Level
Moderate



Name
Avarice Child
Class
Child
Habitat
Nether
Threat Level
Low

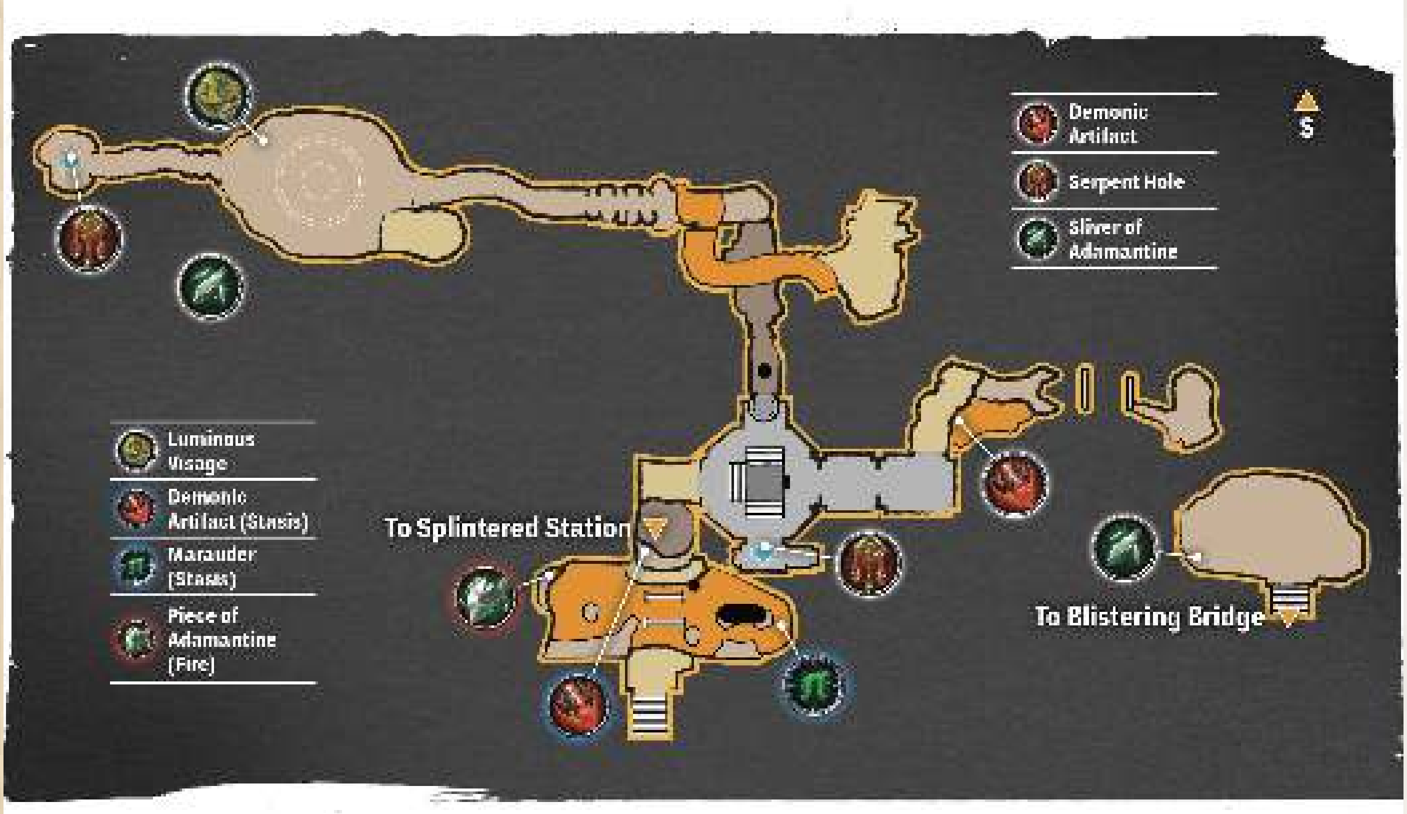


Name
Black Minion
Class
Minion
Habitat
Nether
Threat Level
Moderate

The Talisman of Sin glows with the presence of nearby targets. Fury is free to take them on in any order, but we recommend pursuing Avarice next, marked by the orange indicator on the compass. Doing so will lead Fury through the Catacombs, home to countless Skeletons, many of whom can block her whip-based attacks. Use Scorn in its Chain form, granted by the Flame Hollow, to break through their defenses. The Skeleton horde may not be too intimidating, but don't lower your guard. This area is also home to the Flame Warden, the first of several "Chosen" that Fury will encounter. Have a Havoc Shard or Undying Shard on hand before taking him on.

It is possible to gain a wealth of upgrades while traversing the Hollows and the Nether en route to Avarice's lair in the Atrium of Greed. So many captured Souls provide the bounty needed to achieve level 13 before fighting Avarice, but the power of will can only go so far. Ulthane's gifts will be needed too. Seek the Slivers of Adamantine and Demonic Artifacts and use them to upgrade Scorn's various forms. Do not fail to locate the Invigoration Core, making it possible to carry three Nephilim's Respites.

Hollows: Lord of the Hollows’ Chamber



LEARNING THE FLAME HOLLOW

The Lord of the Hollows has bestowed upon Fury the Flame Hollow. This first of multiple elemental powers imbues Fury with fire and grants her the Chains of Scorn weapon, as well as several other unique abilities. Each of these abilities will be discussed as Fury works to exit the chamber she has been summoned to. First, descend the ramp opposite the stairs leading to the red webbing and locate the Serpent Hole within the chamber. Feed Vulgrim enough Souls to purchase an additional level.

Perform a Chimera’s Roar with the Flame Hollow to burn through any cobwebs.

Charge the Flame Hollow to unleash a mighty burst of fire that burns through the webbing—no insects needed! The Flame Hollow also grants Fury immunity from extreme heat. Wade through the lava, then Flame Jump to the upper ledge by holding the Jump button after leaping into the air. Follow the river of lava in both directions to find two items and then step on the panel to reveal a rotating alcove.

Fury is immune to extreme heat when the Flame Hollow is active.

SEEK THE CRYPT BEYOND THE BRIDGE

Purchase an Undying Shard from Vulgrim, as it could prove essential in an upcoming battle. Smash the pottery for other items and then strike the lone sword on the altar to cause the gate leading to the Blistering Bridge to rise.

Skeletons prowl the bridge and come in many forms and sizes. Most are brittle fodder, while those wielding broadswords and armor can prove lethal, especially in large numbers. Advance slowly to avoid drawing the Armored Skeleton into the fray before thinning the shambling herd. Briefly trigger Havoc Form if necessary to cut through the dozen Skeletons on the bridge, then put the Chains of Scorn to use against the stragglers.

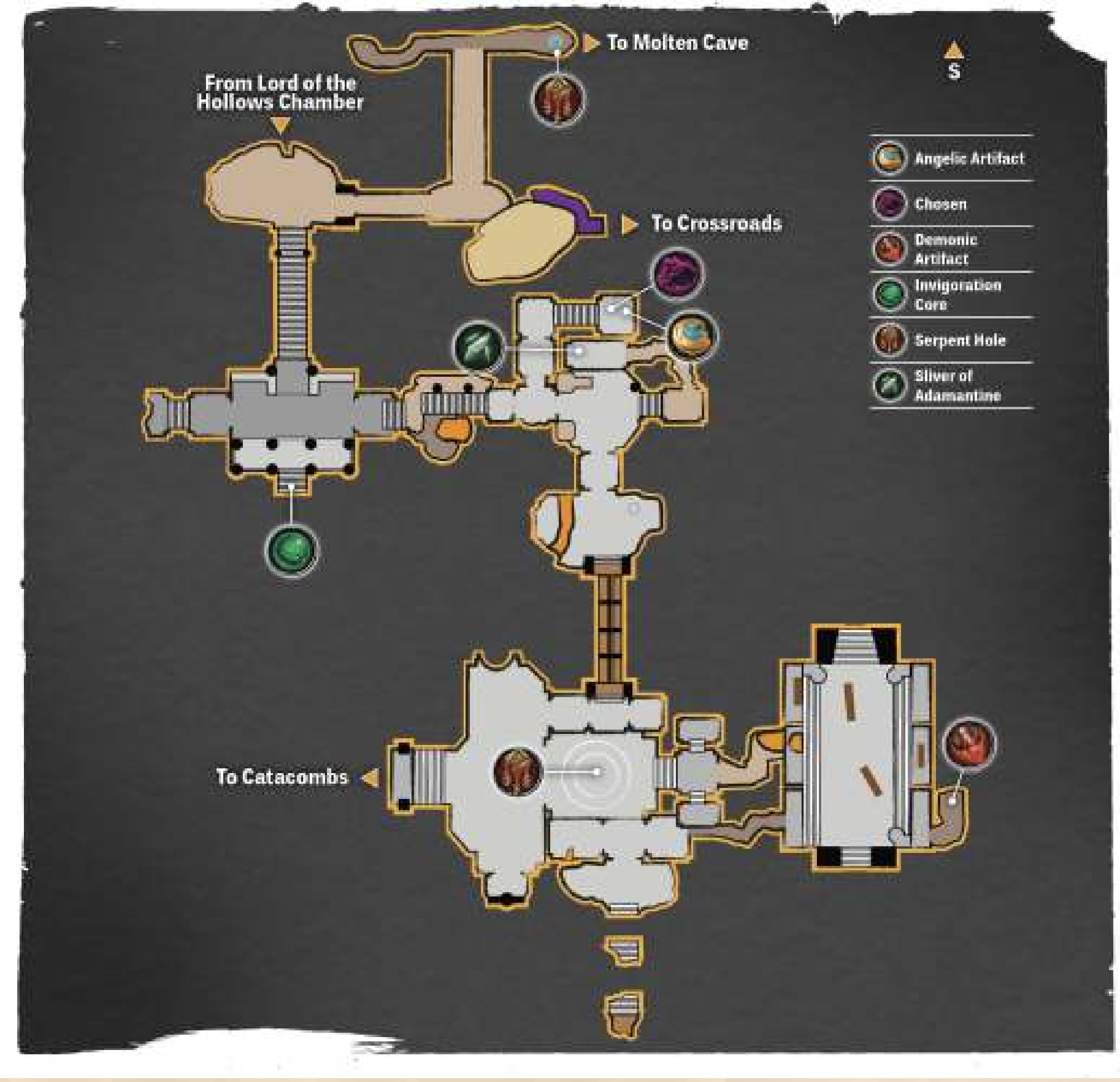
Don’t hesitate to use Havoc Form, even if only for a few seconds.

➤ BREAK THEIR DEFENSE

Mix in Flicker attacks with the Chains of Scorn to break through enemy defenses. Foes that block the Barbs of Scorn are often susceptible to the quick-hitting Flicker attack.

Avarice

Hollows: Blistering Bridge



Drop off the right-hand side at the end of the stone path to find the first **Demonic Artifact** along the lava river below. Beware that two Lava Abominations will rise from the lava as you grab the artifact. Focus your attacks on one while you watch for the other's projectile attacks. Flame Jump out of the pit to escape.

Aim to stay on solid ground so Fury can more easily dodge their lava bombs.

Whip swing across the fiery trench beyond the winding path, crush the Skeletons on the far side, and top off your health. A Lava Brute guards the entrance to the crypt and he's nobody to be trifled with. Dodge his early swings while keeping your distance and wait until the massive axe gets stuck in the ground—then go on the offensive! Activate the Flame Hollow's Immolation attack to engulf Fury in a burst of flame—perfect for initiating fire damage even while using the Barbs of Scorn. The beast explodes upon death, so back away the instant you spot the Lurchers escaping.

Sometimes it pays to fight fire with fire.

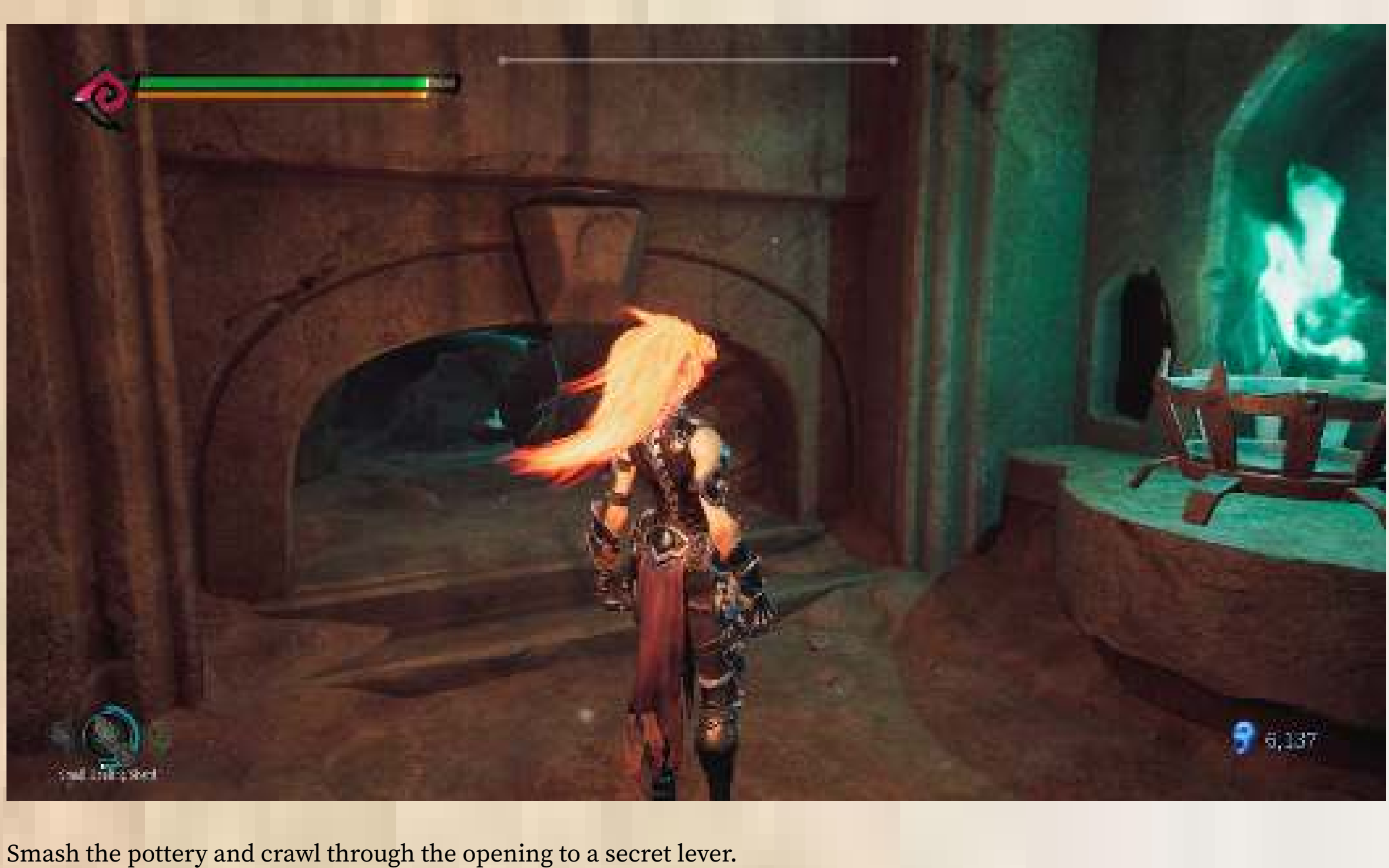
Flame Jump into the air and strike the sword above the gate, then ascend the stairs to the crypt. Focus on the Skeleton Sword and trust the unarmed ones to shatter in the process. Hit it with lengthy combos with the Barbs of Scorn and then mix in some attacks with the Chains of Scorn. Collect the **Invigoration Core** from the alcove and rejoice in the ability to carry a third Nephilim's Respite.

Don't leave this room without the Invigoration Core atop the steps.

Dodge the arrow from the Skeleton Archer atop the stone stairs and approach the next room slowly. Ignore the worshipping Skeletons until you've first eliminated the Skeleton Archer on the ledge to the right. Jump up and hit him with a Gravel Grinder.

DEFEAT THE FLAME WARDEN

The sword in the center of the room controls the gate opposite it, but don't open it just yet. There's a secret battle to be had for those wanting to challenge their first Chosen. The hallway to the left of the sword appears to be a dead-end, but the stone wall at the end is actually controlled by a hidden lever in an adjacent passageway.



Smash the pottery and crawl through the opening to a secret lever.

Ascend the steps beyond the door-controlling sword and smash the pottery on the left to reveal a hidden tunnel. Crawl through to reach a Sliver of Adamantine and the lever controlling the hidden door in the prior hallway. Return the way you came, top off your Health and Wrath, and activate a Fortification Shard or Undying Shard as you climb the stairs.

Chosen: Flame Warden

The Flame Warden is by far the strongest creature Fury has yet to encounter and must be approached with care. Fury should be at least level 7 before challenging this enemy, as there is little opportunity to use a Nephilim's Respite in the tight confines of its domain.

Keep your distance as the Flame Warden rises up and launches an arc of flame across the room with its fiery uppercut swing. Move in to attack, but be careful. It will swing its massive broadsword with little warning and surprising speed whenever Fury is within range. Never try for more than a single slash or two between dodges, as your attacks will not interrupt its offensive onslaught.

Save your Arcane Counters until after the uppercut sweep attack.

There won't always be time for an Arcane Counter between its attacks, especially following its charged-up overhand right attack, as it quickly follows it with a backhand slash. There's more time to perform an Arcane Counter following its uppercut swings. Don't hesitate to activate Havoc Form if Fury's health falls below the halfway mark. Remain vigilant until the Flame Warden drops into its fire portal, then activate Havoc Form (or try to consume a Nephilim's Respite). Once in Havoc Form, maintain the pressure, but watch the Havoc Meter closely, as you don't want to be caught vulnerable to an attack when you least expect it. Collect the **Angelic Artifact** and **Essence of a Chosen** and return the way you came.

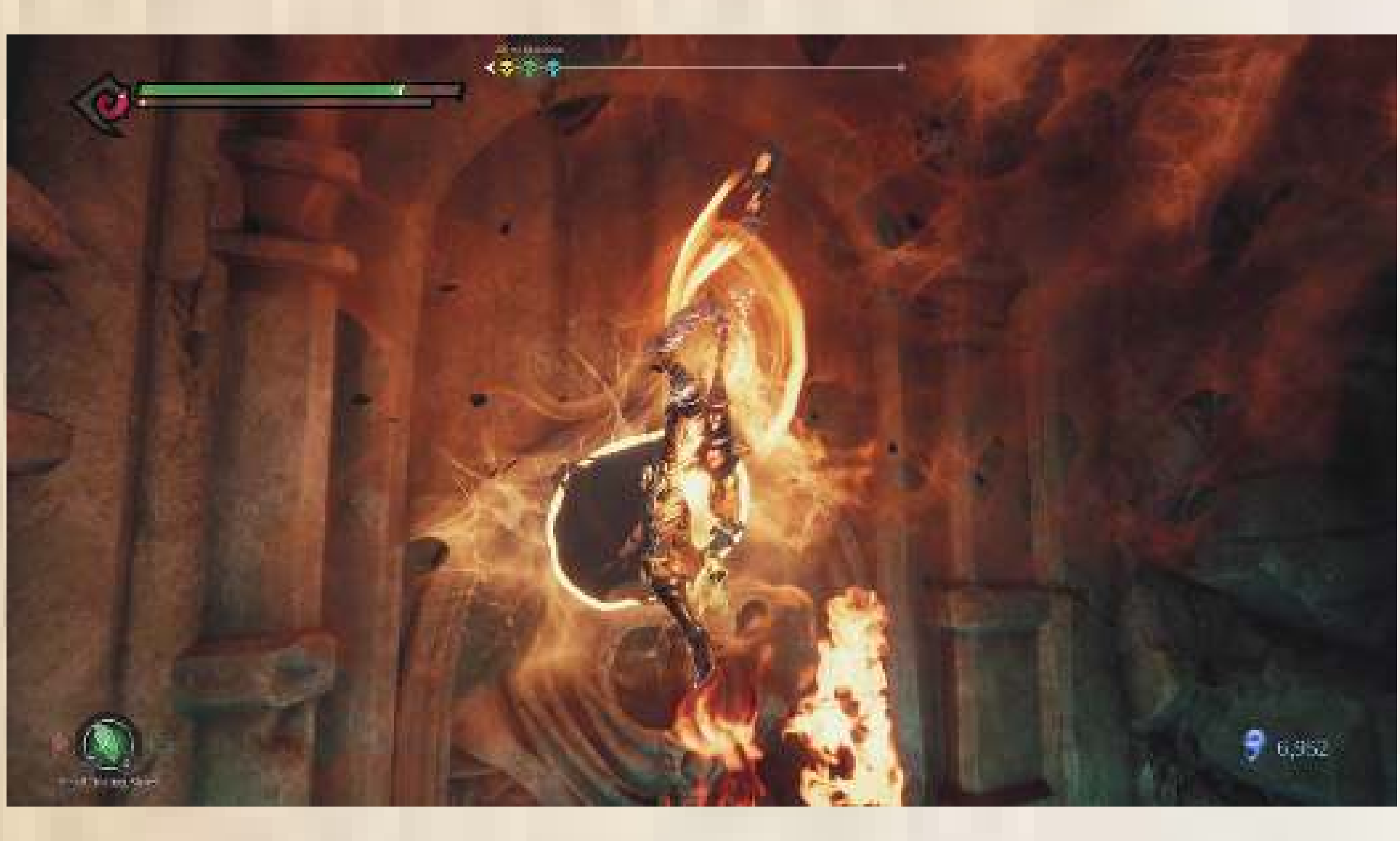
Trigger Havoc Form as the Flame Warden teleports away...

...then let the Chosen have it!

RAISE THE DRAWBRIDGE

The drawbridge near the lava is controlled by the two swords flanking it. Striking the swords is easy, but they must be struck nearly simultaneously in order for them to activate. Individually, the swords will glow yellow when struck, but the only way to turn them red—and thereby raise the bridge—is to hit them both within a second of one another.

Since they are too far apart to run between them in time, Fury must use the lengthy array of red cobwebs to spark the sword on the left-hand side while she rushes to hit the one on the right. With your back to the bridge, stand atop the broken column and Flame Jump toward the webbing above the stone carving. This will ignite the webbing, causing it to burn toward the sword. Dash across the lava and strike the other sword as soon as the fire reaches the first one.



Flame Jump to ignite the upper cobwebs...

...then dash across the lava.

OPEN THE TWO-SWORD GATE

One of the angel statues ahead is missing its sword, and there's no way to open the gate atop the stairs without first finding it. Cross the room toward the lava left of the gate, leap across the gap, and enter the crypt on the left. It's best to kill the Skeleton Archer near the window before grabbing the pickup on the crumbling stairs outside. Crawl through the tunnel to the cathedral-like room beyond.

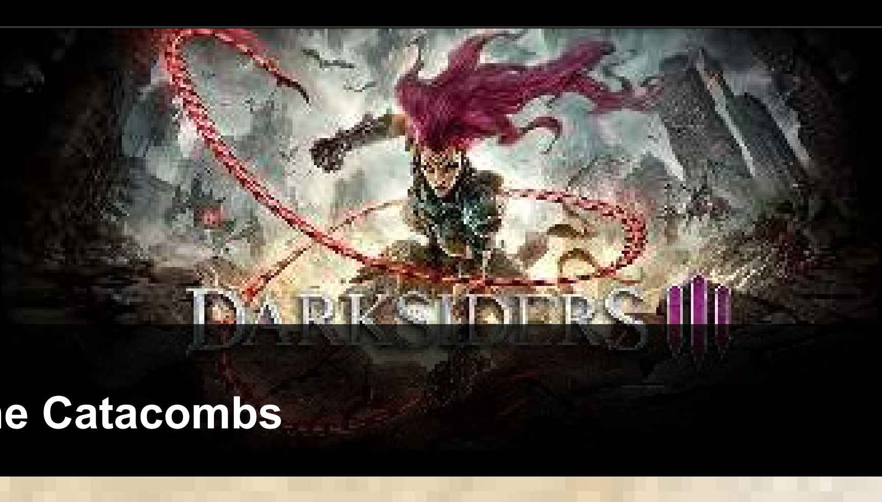
Stay on the move to dodge the arrows and close on the archers.

This multi-story room houses a wealth of sarcophagi, many of which contain a Lurcher Crystal, consumable, or crafting ingredient. You'll want to Flame Jump from ledge to ledge to gather them all, but first clear out the Skeletons on the ground and Skeleton Archers on the balconies. Leave the latter for last and stay on the move as you deal with the ground forces. The balconies can be difficult to reach, and you don't want to be surrounded by enemies as you try to line up jumps. Fight your way across the room to the Skeleton Archer atop nearest the cascading lava.

Use a Flame Jump to climb onto one of the altars and then crisscross the room from ledge to ledge by double-jumping into a Flame Jump. To reach the lower ledges, allow Fury to fall a bit before initiating the Flame Jump. Similarly, she can drop from one ledge and grab hold of the one below it. Don't miss the **Demonic Artifact** on the uppermost ledge across from where you entered (the one with the red glow).

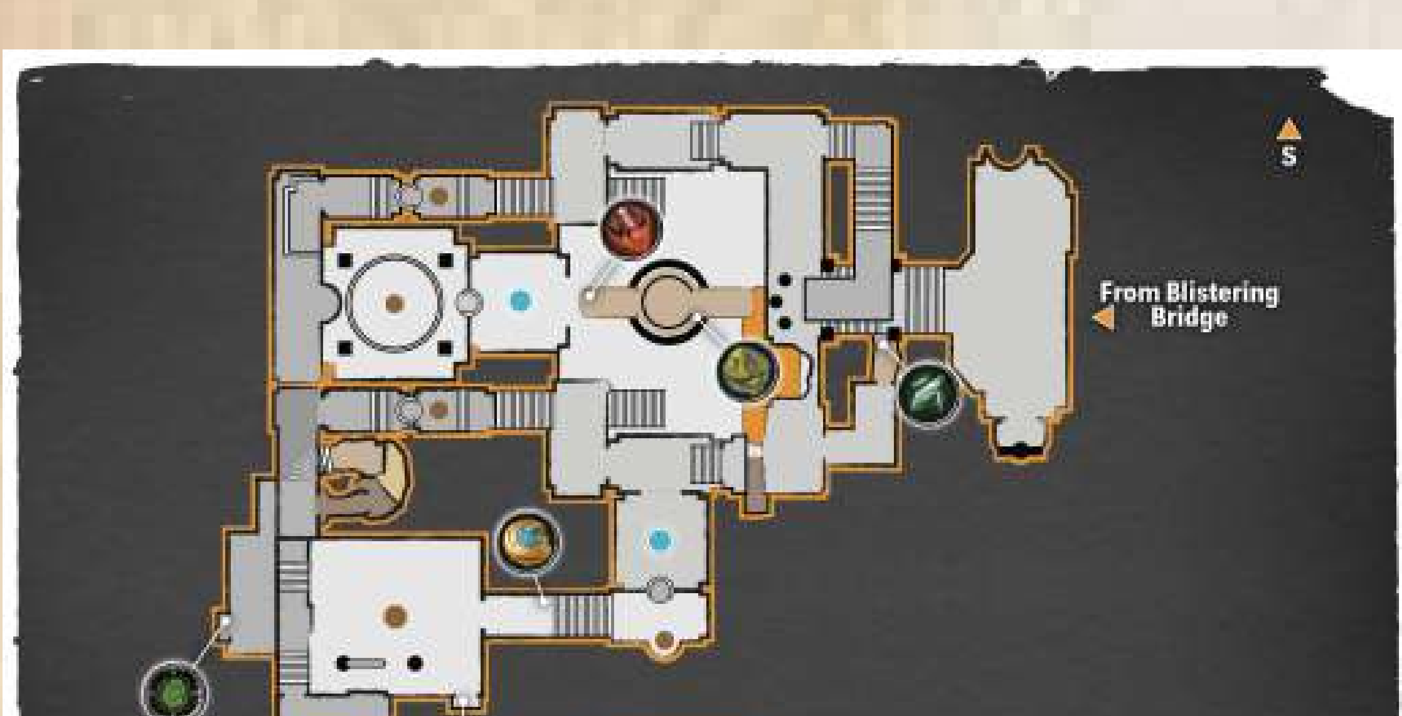
Flame Jump from balcony to balcony to collect the many items.

When ready to leave, drop through the hole in the floor to the lava below. Follow the cave to the room with the Serpent Hole and Vulgrim. Strike the sword to open the gate, then pick it up after it falls. Place the sword on the angel statue near the stairs, then quickly strike both swords to raise the next gate.



Avarice

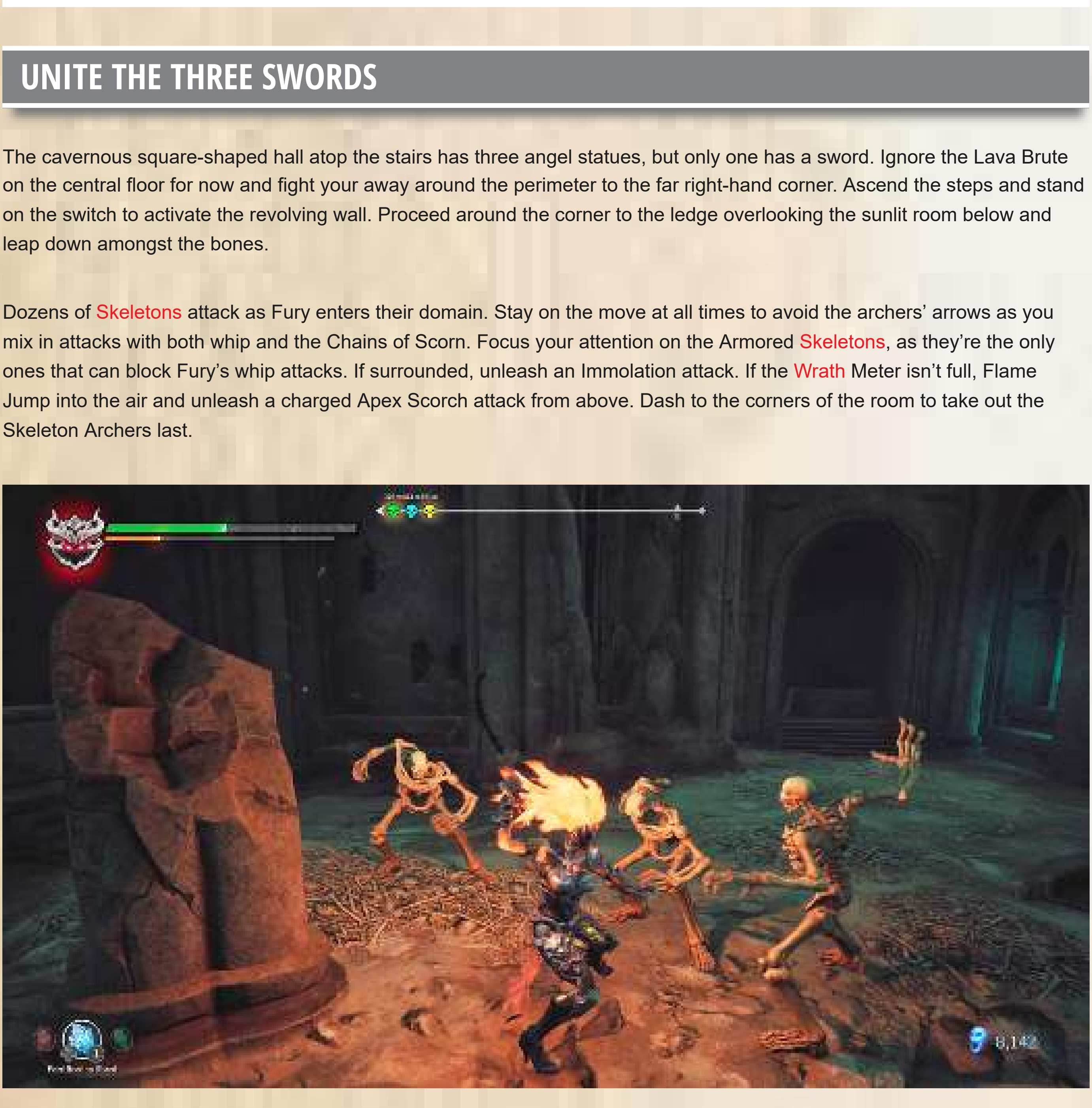
Hollows: The Catacombs



UNITE THE THREE SWORDS

The cavernous square-shaped hall atop the stairs has three angel statues, but only one has a sword. Ignore the Lava Brute on the central floor for now and fight your away around the perimeter to the far right-hand corner. Ascend the steps and stand on the switch to activate the revolving wall. Proceed around the corner to the ledge overlooking the sunlit room below and leap down amongst the bones.

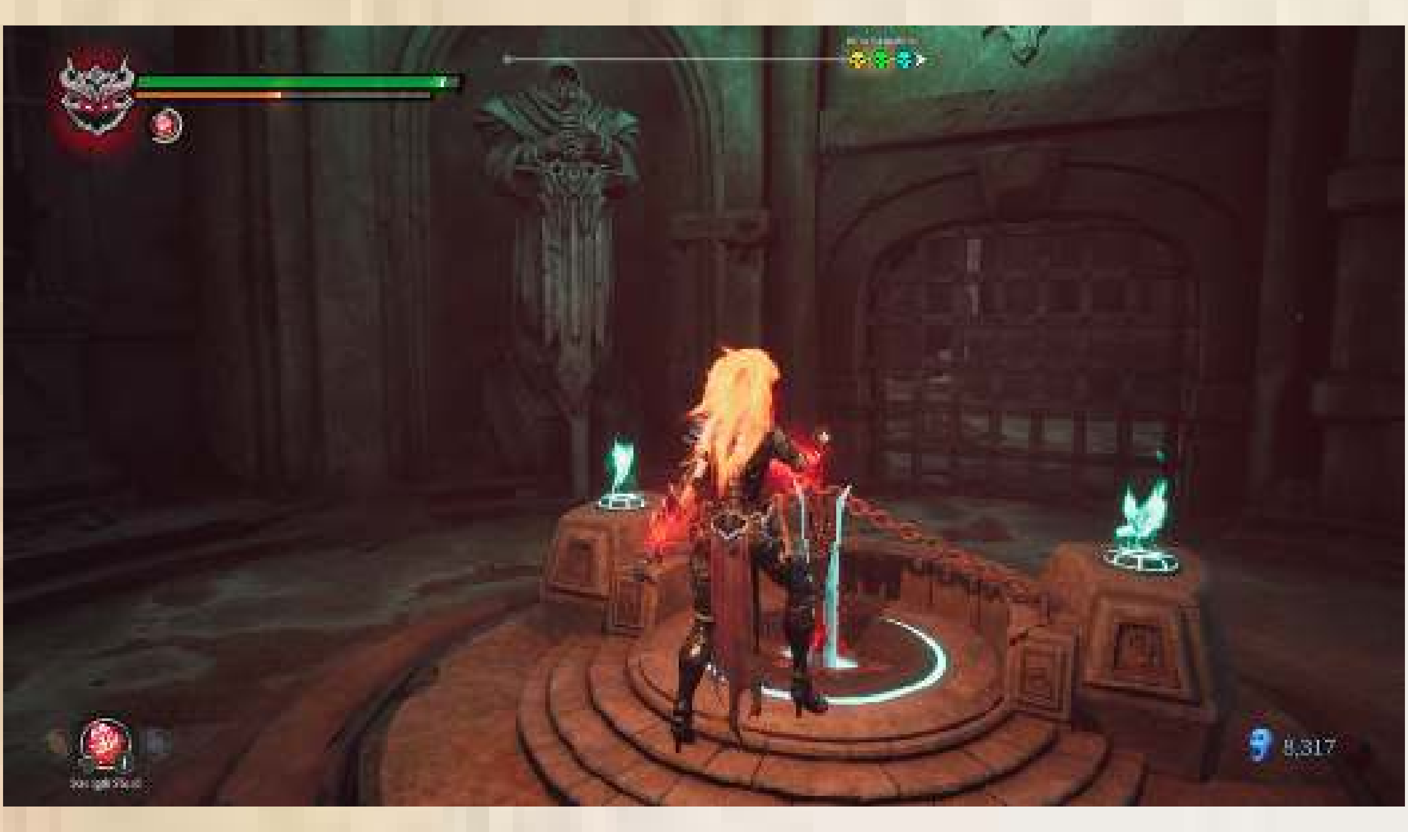
Dozens of Skeletons attack as Fury enters their domain. Stay on the move at all times to avoid the archers' arrows as you mix in attacks with both whip and the Chains of Scorn. Focus your attention on the Armored Skeletons, as they're the only ones that can block Fury's whip attacks. If surrounded, unleash an Immolation attack. If the Wrath Meter isn't full, Flame Jump into the air and unleash a charged Apex Scorch attack from above. Dash to the corners of the room to take out the Skeleton Archers last.



Unarmored Skeletons pose little threat by themselves, but don't let them surround you!

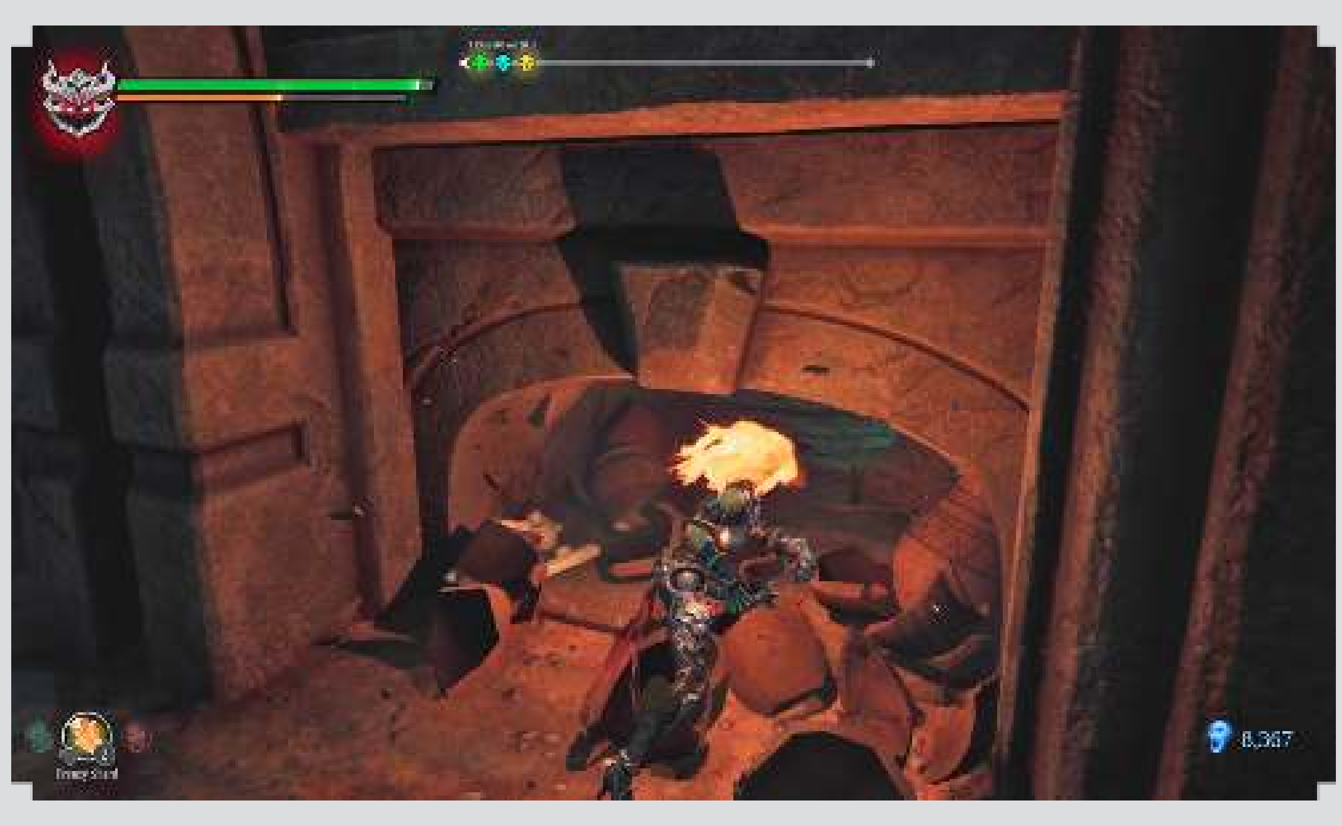
Smash the sarcophagi in the alcoves around the perimeter to find numerous Lurcher Clumps as well as an Undying Shard, a **Demonic Artifact**, and a Sliver of Adamantine. When ready to leave, stand atop the panel in the center of the room and wait for the slow-moving alcove to rotate into view. Dash forward to slip inside before it closes. Grab the sword from its chains, then Flame Jump and strike the sword above the gate to exit. Climb the stairs on either side and return the sword to an angel statue.

Now it's time to get the second sword. Head left from the angel statues and ascend the stairs in the far left-hand corner of the large room. Use the floor switch to enter the passage beyond the revolving wall.



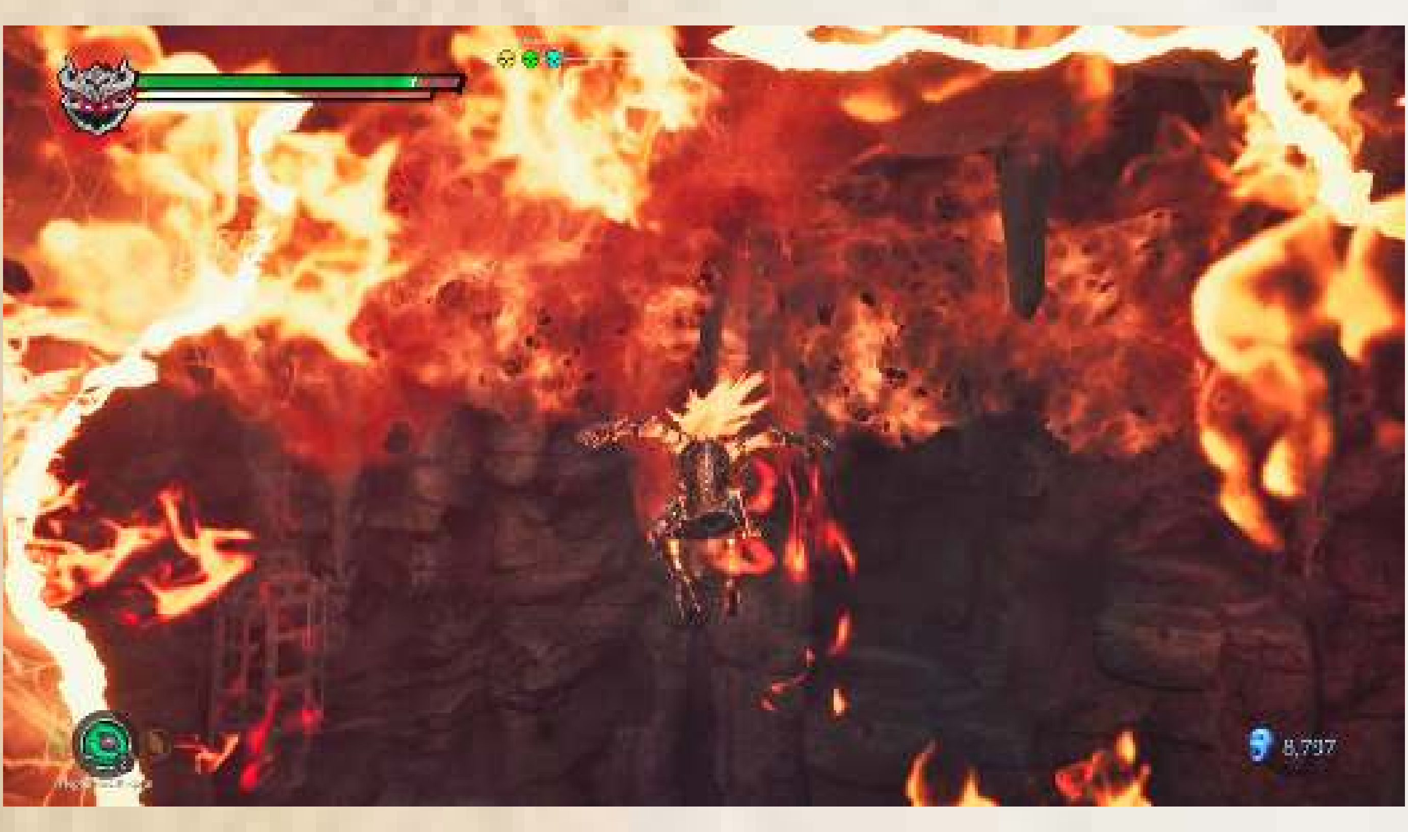
Fury attacks awkwardly with the heavy sword instead of Scorn as long as she's holding it, so deliver it quickly.

GET THE CHAOS ENHANCEMENT



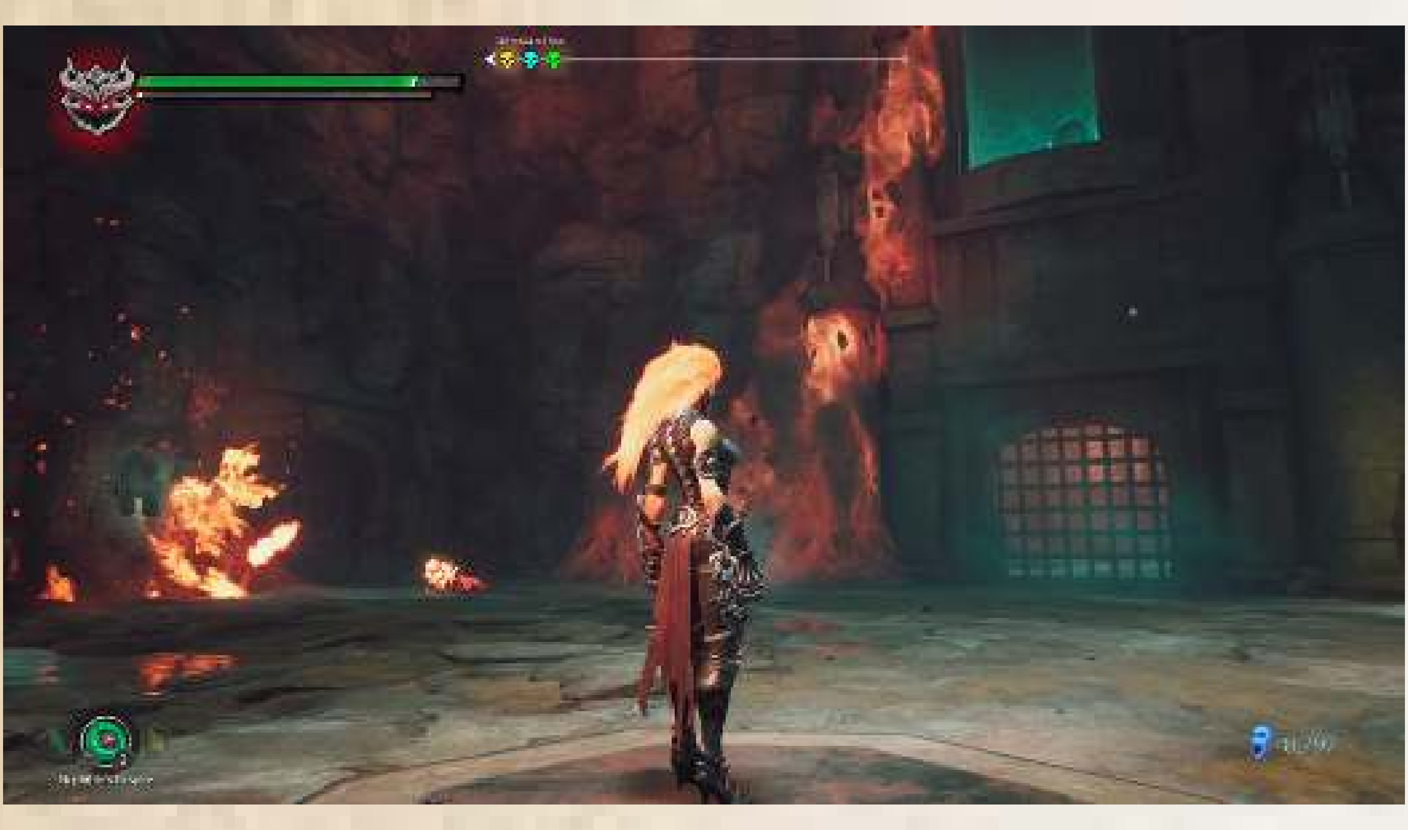
Follow the path around to the left, past the worshipping Skeleton, to the stairs, but don't descend! Instead, smash the pottery on the left to reveal a secret cave. Flame Jump to the upper ledge and then drop down to the sun-lit pit near the waterfall. Defeat the Skeleton in the crypt at the base of the stairs to obtain the valuable **Chaos enhancement**. Socket it into the Barbs of Scorn if you haven't begun upgrading the Fortifier enhancement. Otherwise save it for your next weapon (we recommend keeping the Leviathan enhancement with the Chains of Scorn). Return the way you came.

Locating the prior sword tested your combat skills. This one tests your puzzle-solving abilities. The floor switch controls a revolving wall high above the gate, where a sword is mounted. You must strike the sword to open the gate, but stepping off the switch causes it to rotate out of view. Eliminate any enemies present, then scan the ceiling for the Bomb Bug bait hanging in the cocoon. Ascend the stairs to the balcony, whip swing across to the upper webs, and Flame Jump to ignite them. This causes the bait to fall.



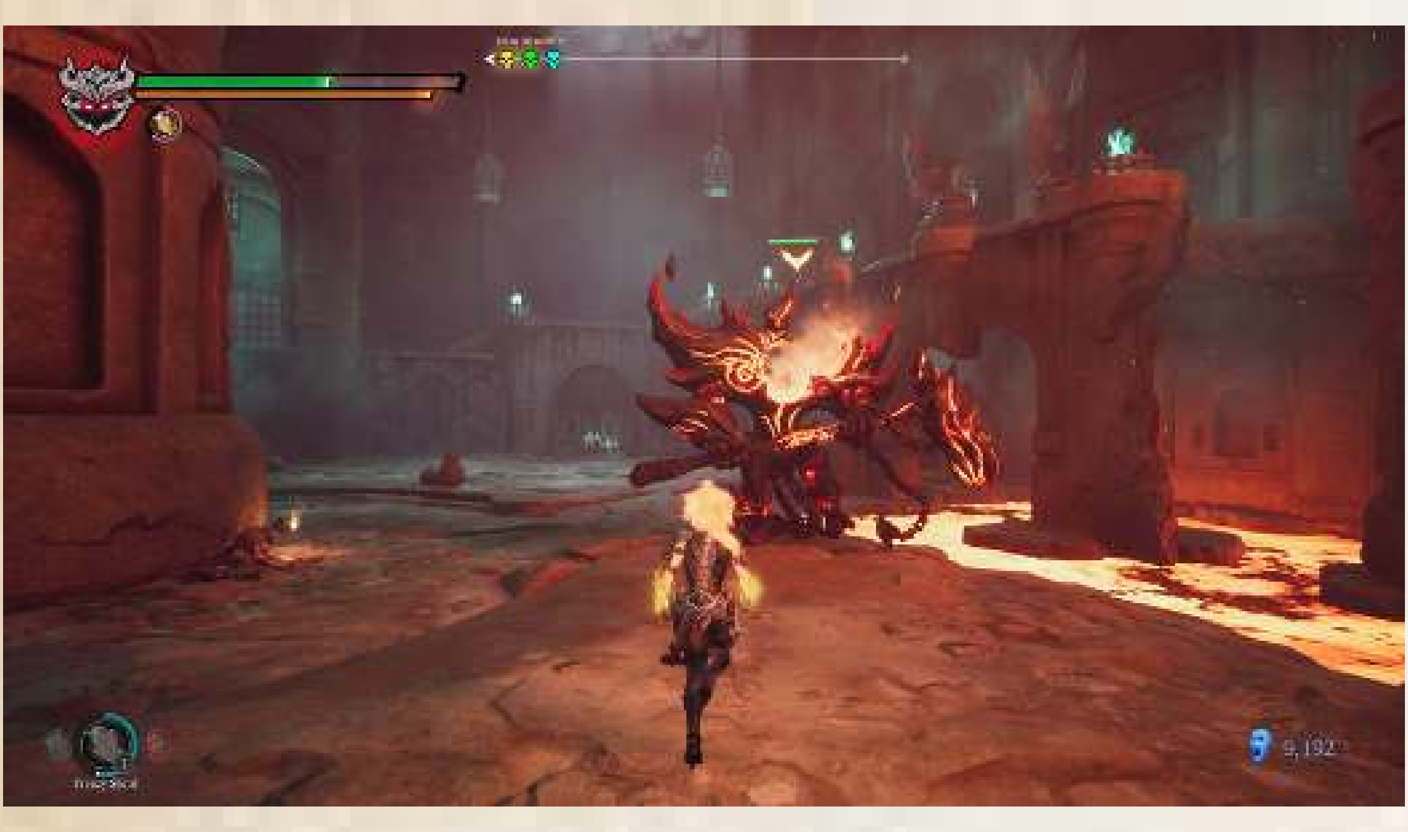
Whip swing to a Flame Jump to ignite the webs on the ceiling.

Toss the Bomb Bug at the bait and leave it to feast. Now approach the red webbing near the puddle on the left. Light it on fire with the Chimera's Growl, then dash to the floor switch in the center of the room. The webs will burn toward the feasting Bomb Bug and the resulting explosion will ignite the webs leading up to the sword. Fortunately, the sword rotates into position before the flame reaches it.



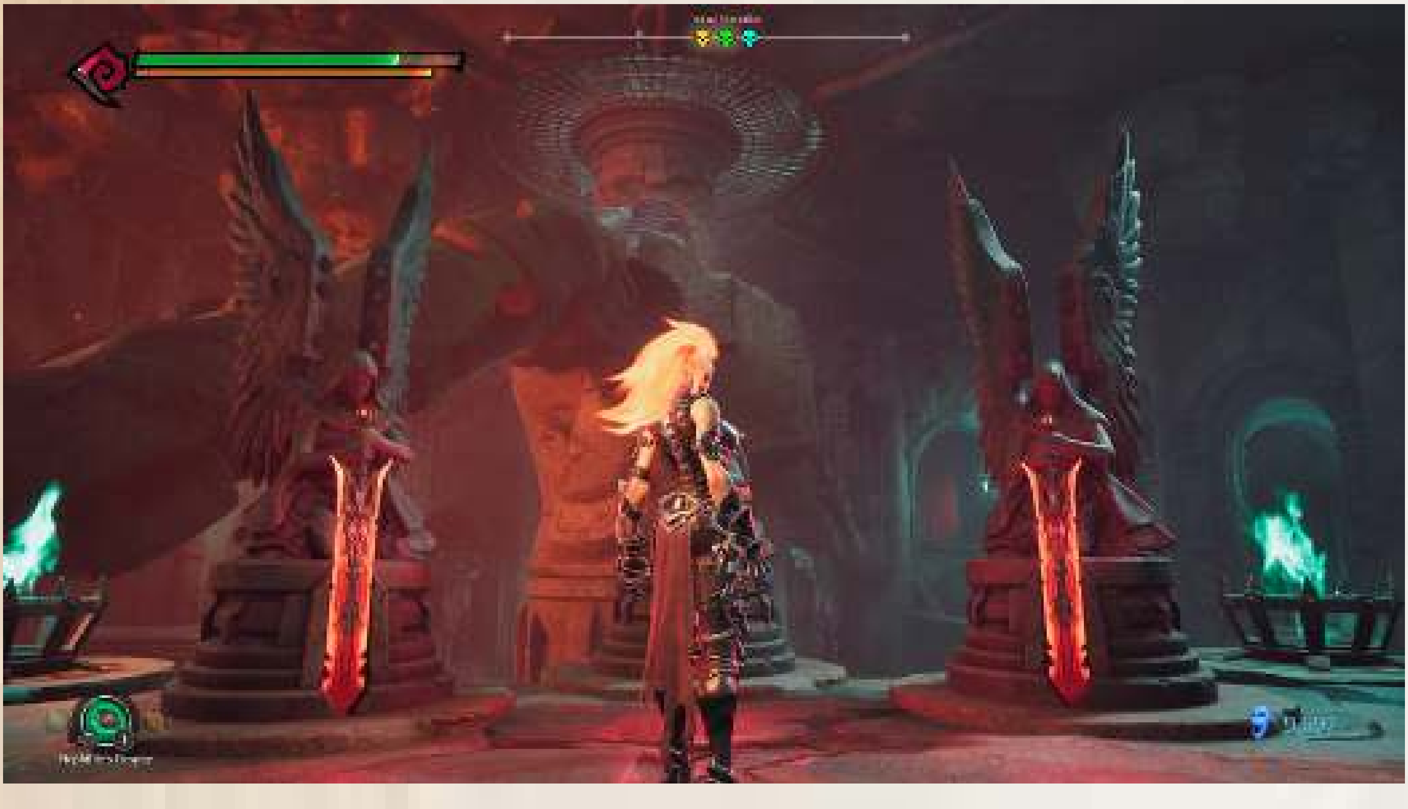
Stand on the switch while the fire spreads to the sword.

Collect the **Angelic Artifact** behind the corpse near the stairs in the next hallway, then burn the cobwebs to reveal another floor switch. Wait for the revolving alcove to slam into position behind Fury, then dash toward it. Retrieve the sword, open the gate, and return the sword to the statues as before.



Don't miss the Incandescent Remains on the floor near the stone column.

Before you activate the three swords with a Chain Cycle spin attack, take a minute to defeat the Lava Brute below. Trigger Havoc Form to make quick work of him (he'll drop a Havoc Shard) and grab the **Incandescent Remains** (+1 Attribute Point) near the base of the giant statue. Scour the area for Lurcher Clumps, then strike the swords to activate the giant statue leading out of the Catacombs.

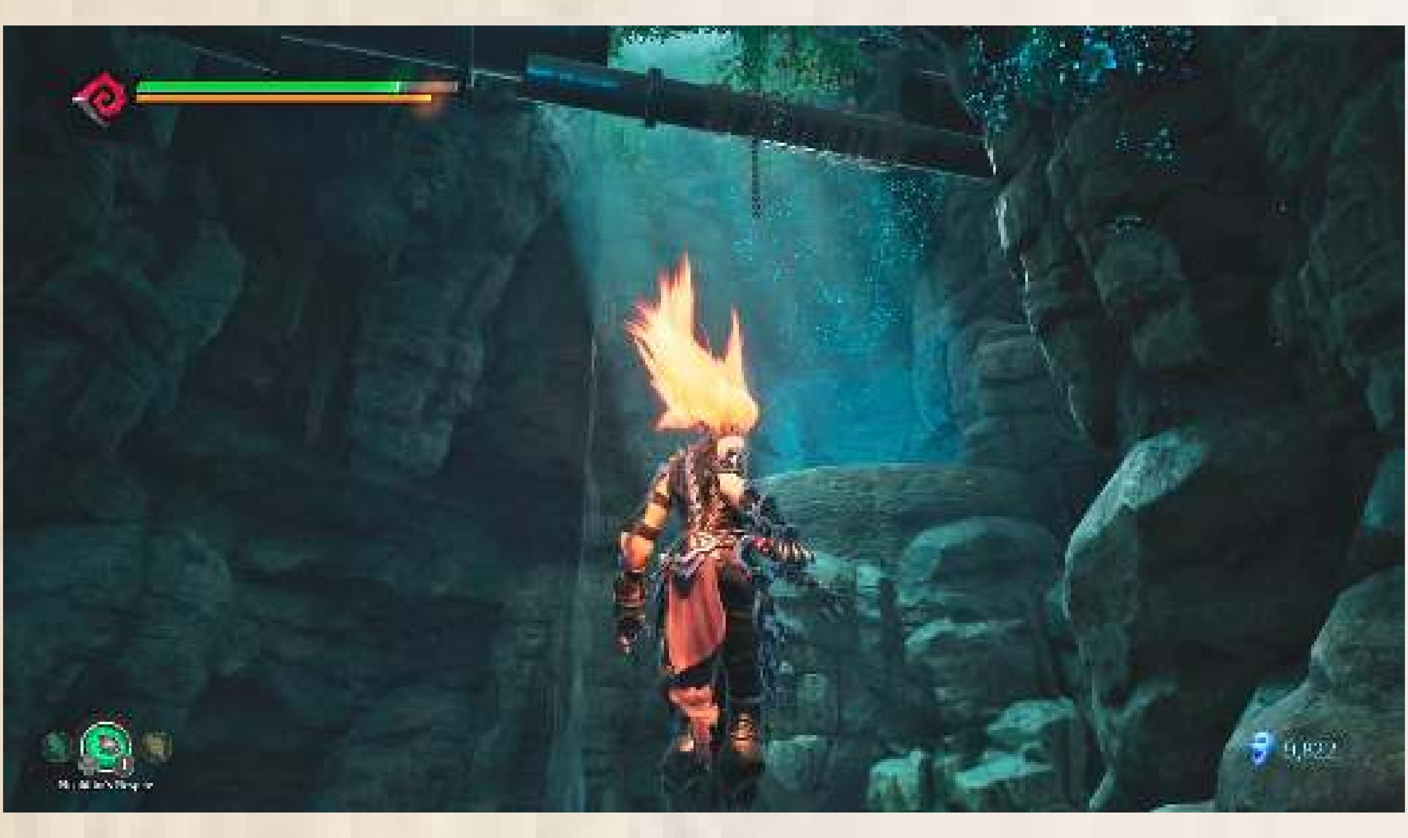


The giant statue rotates into position once all three swords are lit.

Climb the stairs to the right (as viewed while facing the swords) and leap off the ledge above to reach the giant statue's outstretched arm. Continue across the statue's other arm to the cave beyond the lava cascade for a **Demonic Artifact**, then return to the broken ladder and Flame Jump up.

ESCAPE THE CHILDREN OF THE GROTTO

The child-like creature Fury sees upon exiting the Catacombs poses a surprising threat. Capable of ravenous swipe attacks at close range and skilled lobbers of explosives, these Avarice Children should not be taken lightly. Dodge their thrown explosives by dashing to the side—never toward the bomb—and then Arcane Counter. The quick-hitting Chains of Scorn are best used for precise hits, especially near their traps.

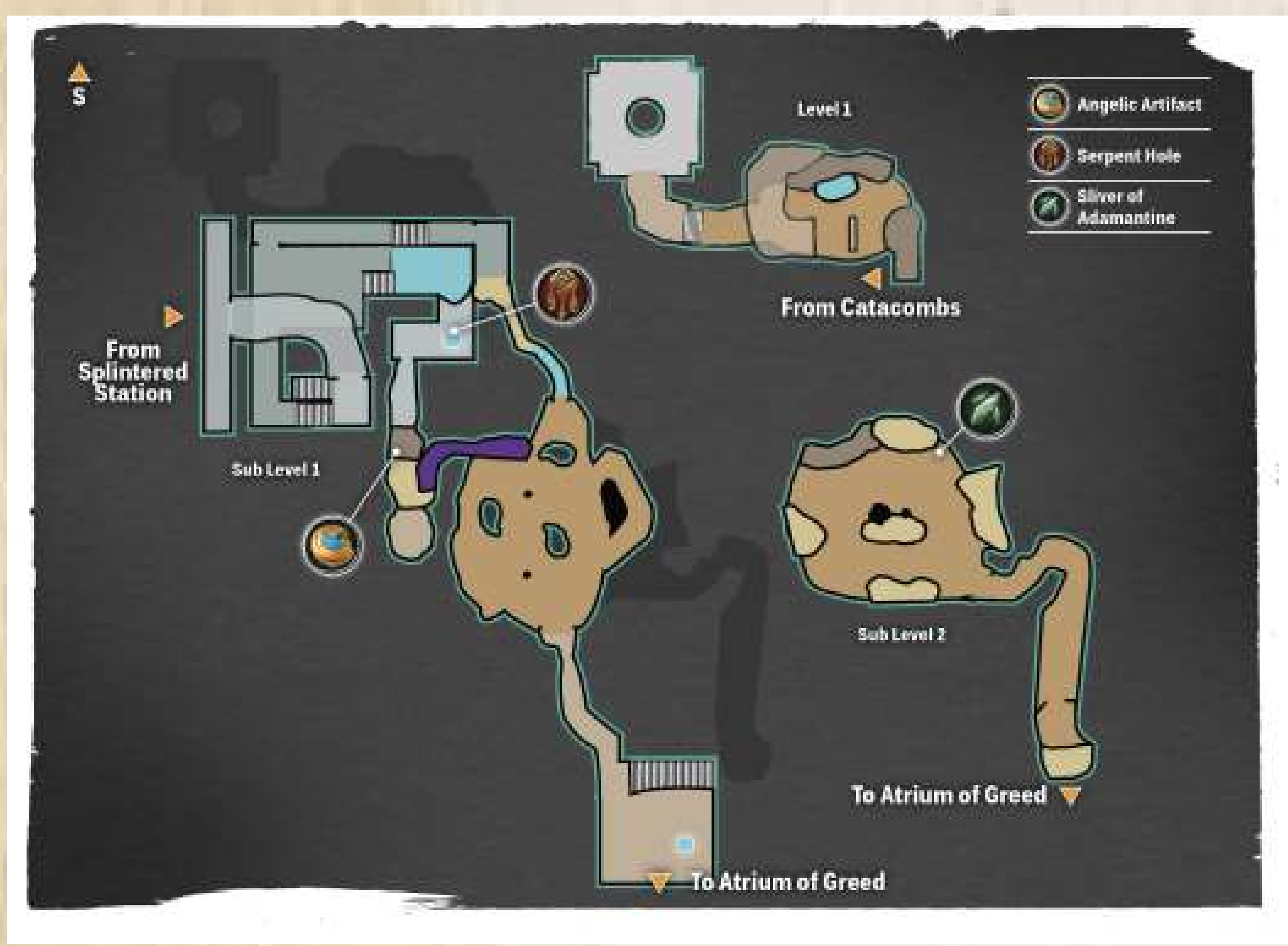


Whip swing back and forth from this pipe to exit.

Flame Jump up the cliffs, then turn and spot the pipe overhead. Flame Jump into a whip swing to reach the ledge across the grotto. Now turn around and double-jump back toward the pipe. Whip swing into a Flame Jump to grab hold of the ledge leading back to the maintenance tunnels beneath the city.

Avarice

Nether: Accessway



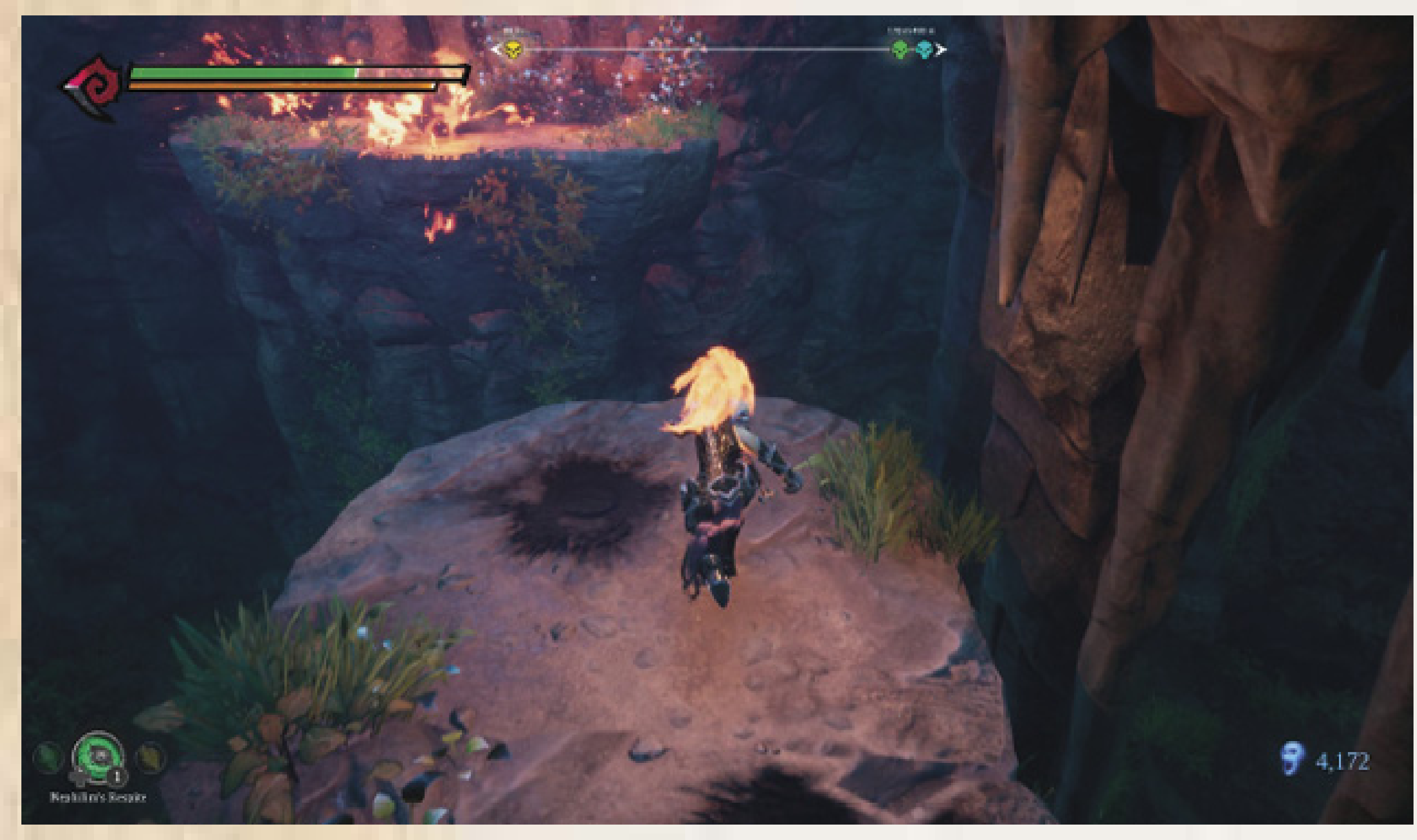
Visit the Museum's Dinosaur Exhibit

Purchase as many Attribute Points as you can from Vulgrim and exit through the doors beside him. Ignore the Avarice Children on the ledge ahead, near the glowing pickup—you can't reach them yet—and drop to the lower floor. Fury must use her double-jump and Flame Jump abilities to navigate a fractured path through the adjacent cave in order to reach the museum where the next Deadly Sin resides. Numerous Avarice Children in an upper, out-of-sight cave lob bombs through the holes in the ceiling. You can't reach them from here, so keep moving to stay alive.

➤ EXPLOSIVE POCKMARKS

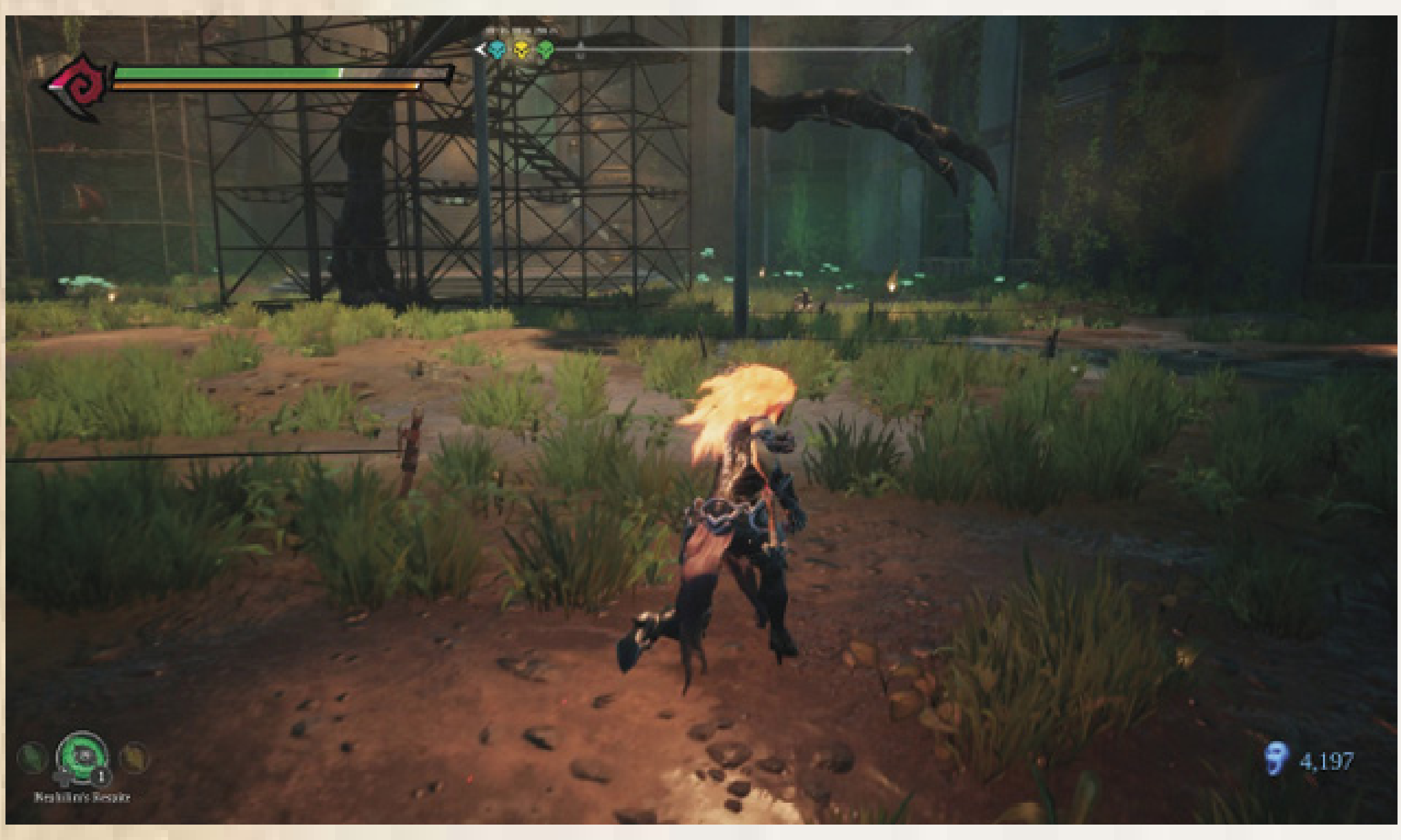
The blackened craters on the ledges show where the Avarice Children aim their bombs. Sidestep these scorch marks for safety.

Leap across to the left and then turn and leap for the lengthy platform near the stalactites in the center. Cross to the rocks near the pickup, then loop back along the cave wall in a counterclockwise direction. An Avarice Child guards the exit tunnel. Wait for it to toss a bomb before you try leaping toward it—otherwise you're likely to get knocked from the air.



The best time to leap to a ledge is right after a bomb detonates on it.

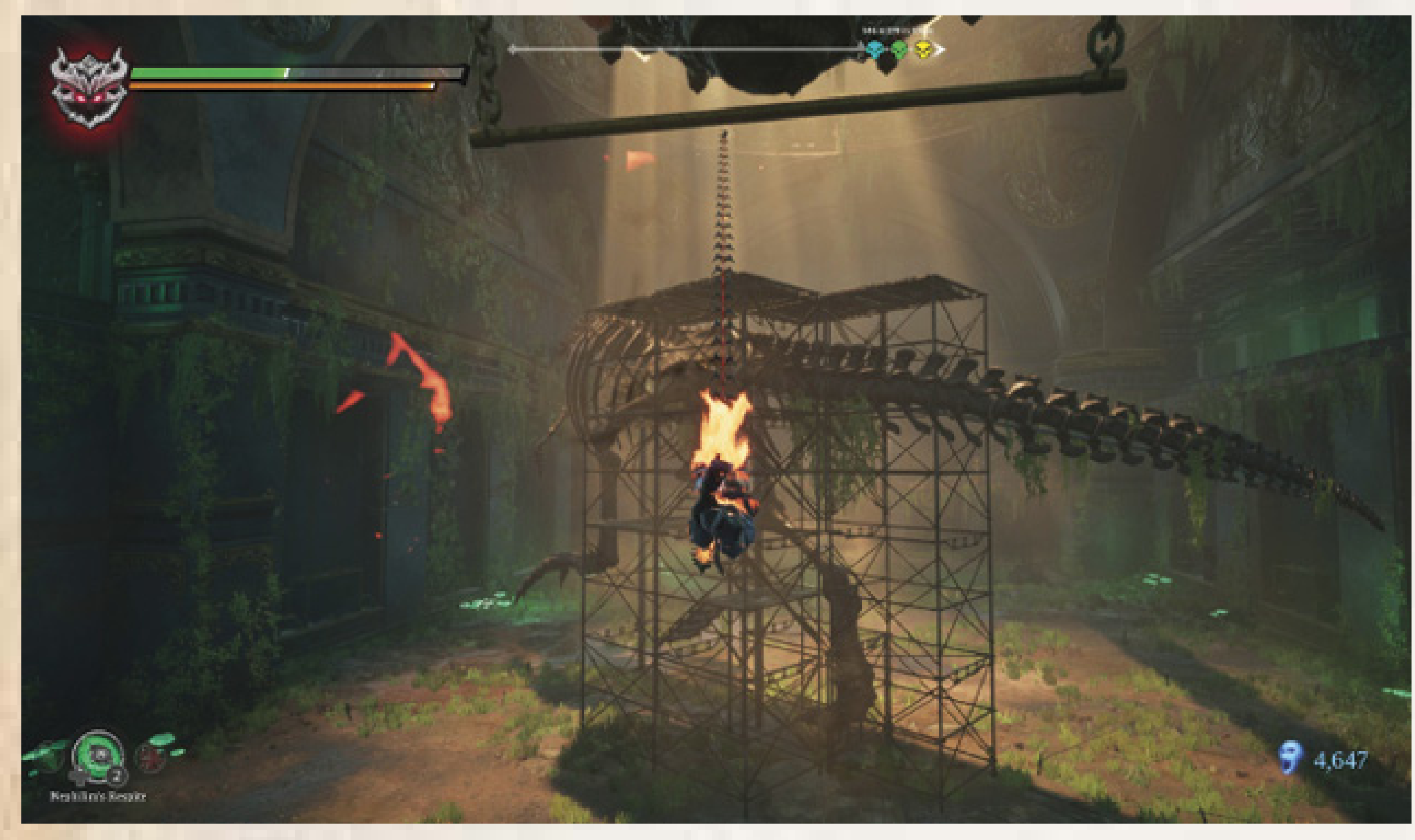
Ascend the hill, ignoring the Avarice Child for a moment while you inspect the explosive-rigged tripwire in front of the pickup. The Avarice Children have strung dozens of these traps throughout the upcoming cave and museum. Be extra careful when dodging or using your whip, as these traps pack quite a punch.



The floor of the museum's dinosaur exhibit is littered with explosive tripwires.

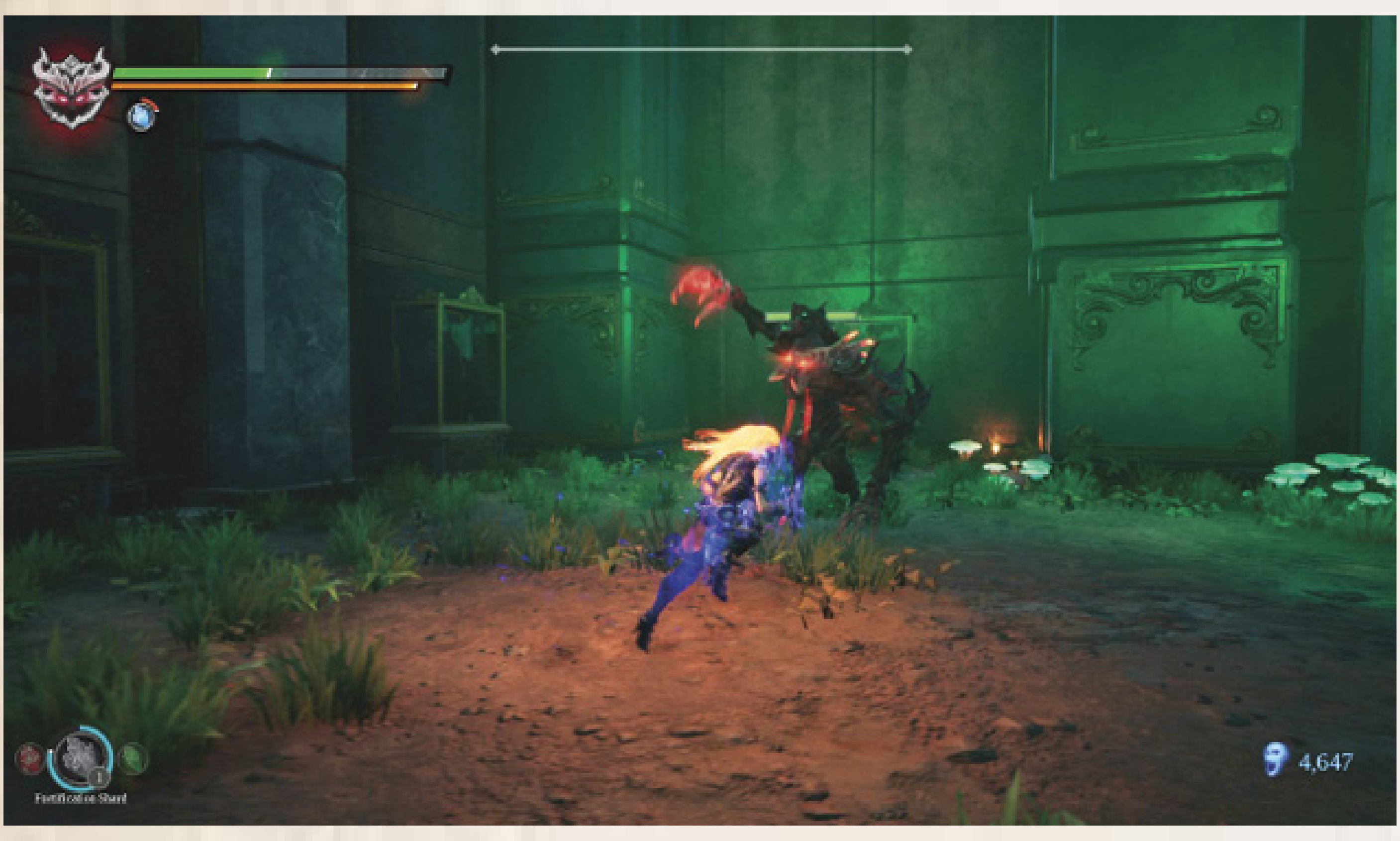
Try as you might, you won't flush the Avarice Children into the traps they've set, but they will certainly try to lure you into them. Snake back and forth across the dinosaur exhibit as you gather up the collectibles while eliminating the threats within the room.

Ascend the grand staircase at the far end of the room and cut through the galleries to the balcony above. Set fire to the sprawling cobweb to free the second massive chandelier. Now Fury can Flame Jump from the stairs and whip swing to the scaffolding near the T-Rex.

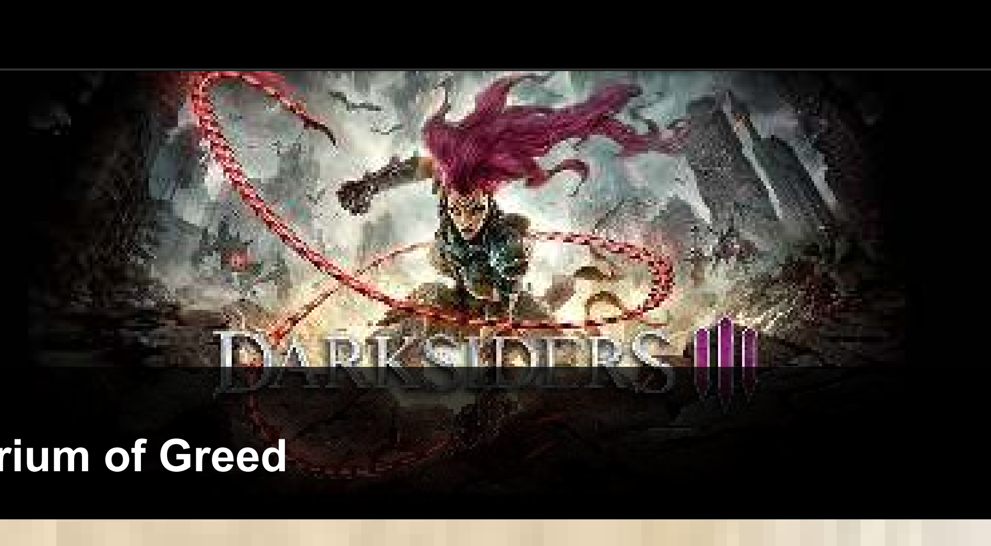


Swing across to the T-Rex, then double-back atop the chandeliers.

Pluck the pickup from atop the dinosaur's head and return to the scaffolding. Flame Jump onto the chandelier, leap across to the one nearest the stairs, then Flame Jump to the scaffolding near the left-hand balcony. Put the Fortification Shard found atop the scaffolding to use against the Black Minion in the gallery to the right. Keep your distance, listen for his charging claw swipe, and dodge to the side. Mind the tripwire at the base of the stairs and collect the Fragment of Adamantine from the corner. Follow the balcony to the other room and pay a visit to Vulgrim at the base of the stairs on the left, outside the Atrium of Greed.

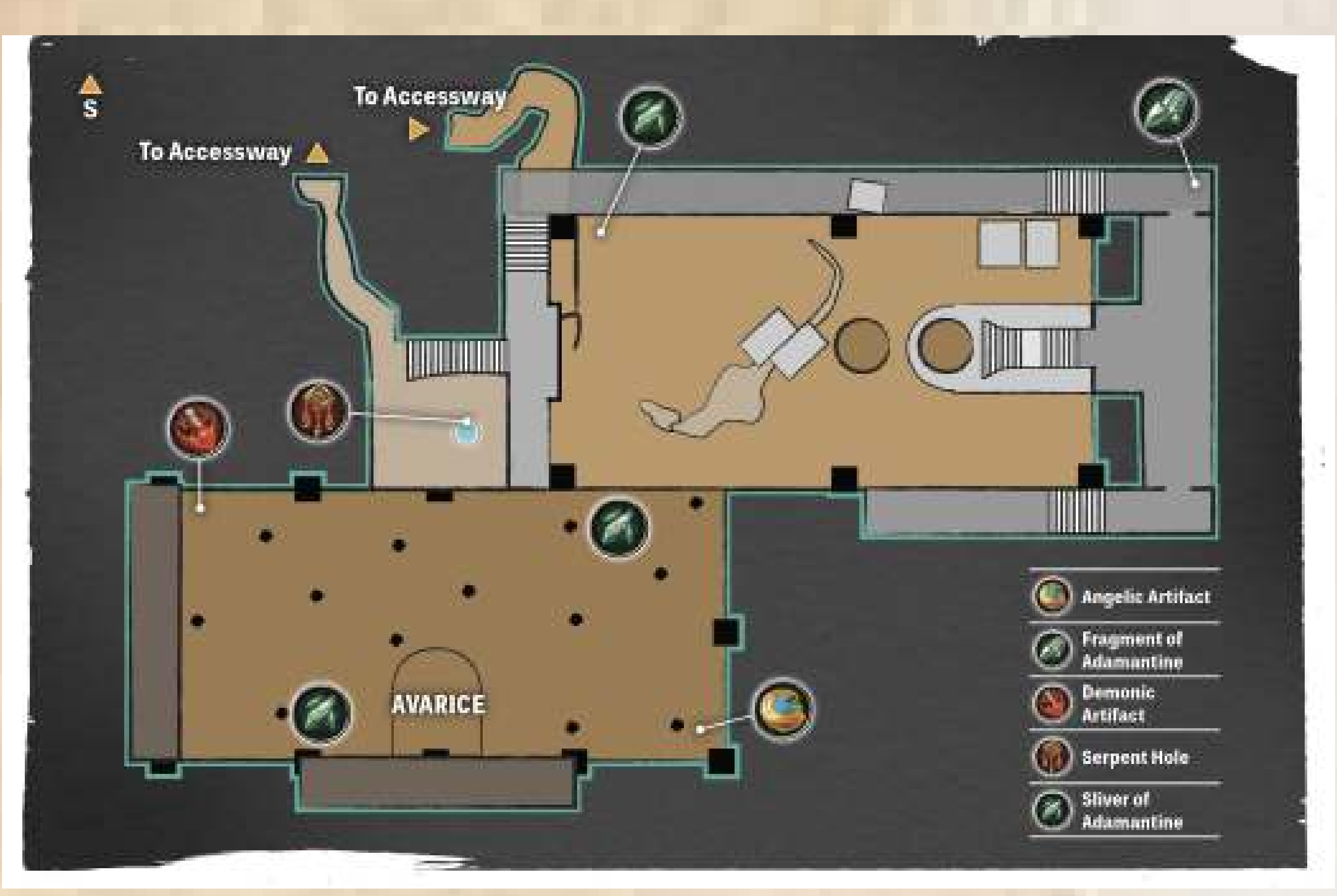


Only one thing stands between you and a Fragment of Adamantine.



Avarice

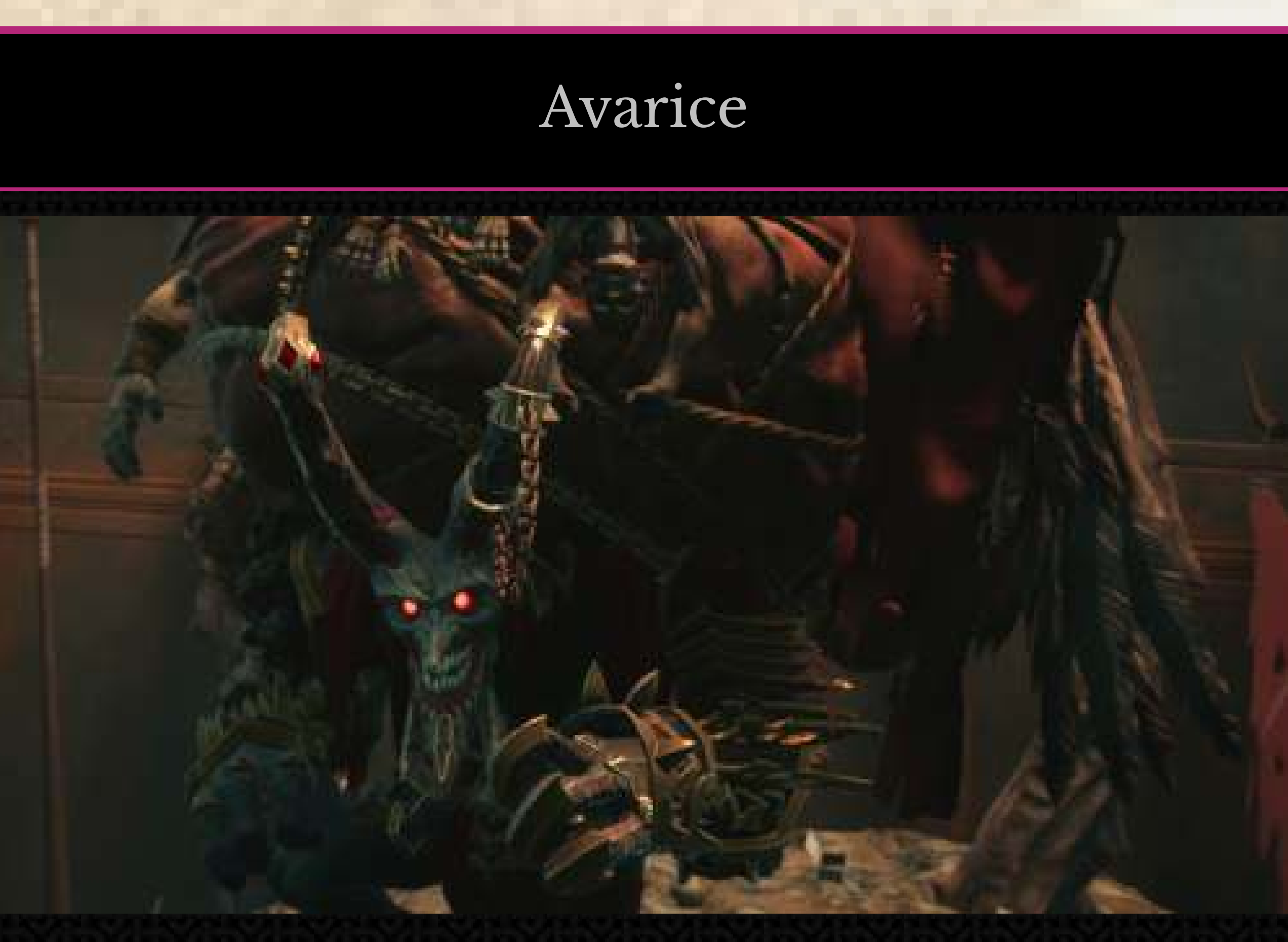
Nether: Atrium of Greed



DEFEAT AVARICE

Though there's no level requirement for facing off against a boss, we recommend being at least level 13 with 280 Health Points (with bonuses) before engaging Avarice. Ignore the green-lit tunnel leading back toward the grotto (and the Accessway area) for now, as you'll be headed that way after the next fight. Instead, top off your Health, Wrath, and Havoc Meters, ready a Fortification Shard or Undying Shard, and enter the atrium.

Avarice



Leaping Ground Pound: Avarice leaps high into the air, crossing the room in a single bound, and punches the ground with terrific force. Immediately dodge and hit him with a Volcanic Charge or Phoenix Rising. He'll attempt this attack from the ground or atop a tower.

Junk Toss: Avarice spends much of the battle leaping from one of his towers of junk to the next. Each time he lands on a tower, he'll pluck a piece of trash and toss it at Fury. Keep your distance and dodge to avoid the projectile.

Swipe Attacks: Avarice isn't without melee abilities. Beware his left and right swipe attacks. Though his right-hand attack can be tough to spot, he'll raise his left arm high in the air before attacking with that hand. Hit him with Burning Cross Slash combos, then dodge.

Bathtub and Clock Attacks: He'll pick a bathtub or grandfather clock (or even a fossil head) from a pile of junk after receiving moderate damage and use it to perform a leaping overhead slam attack. He'll then swing the item around him, extending his reach, and eventually throw it. Back away at once!

Refrigerator Attack: Avarice will make his final stand with a refrigerator. He'll attempt the same leaping slam attack with it, then attempt to bulldoze Fury by sprinting across the atrium at her. He won't throw it, but will swing it and slam it down overhead like a sledge.

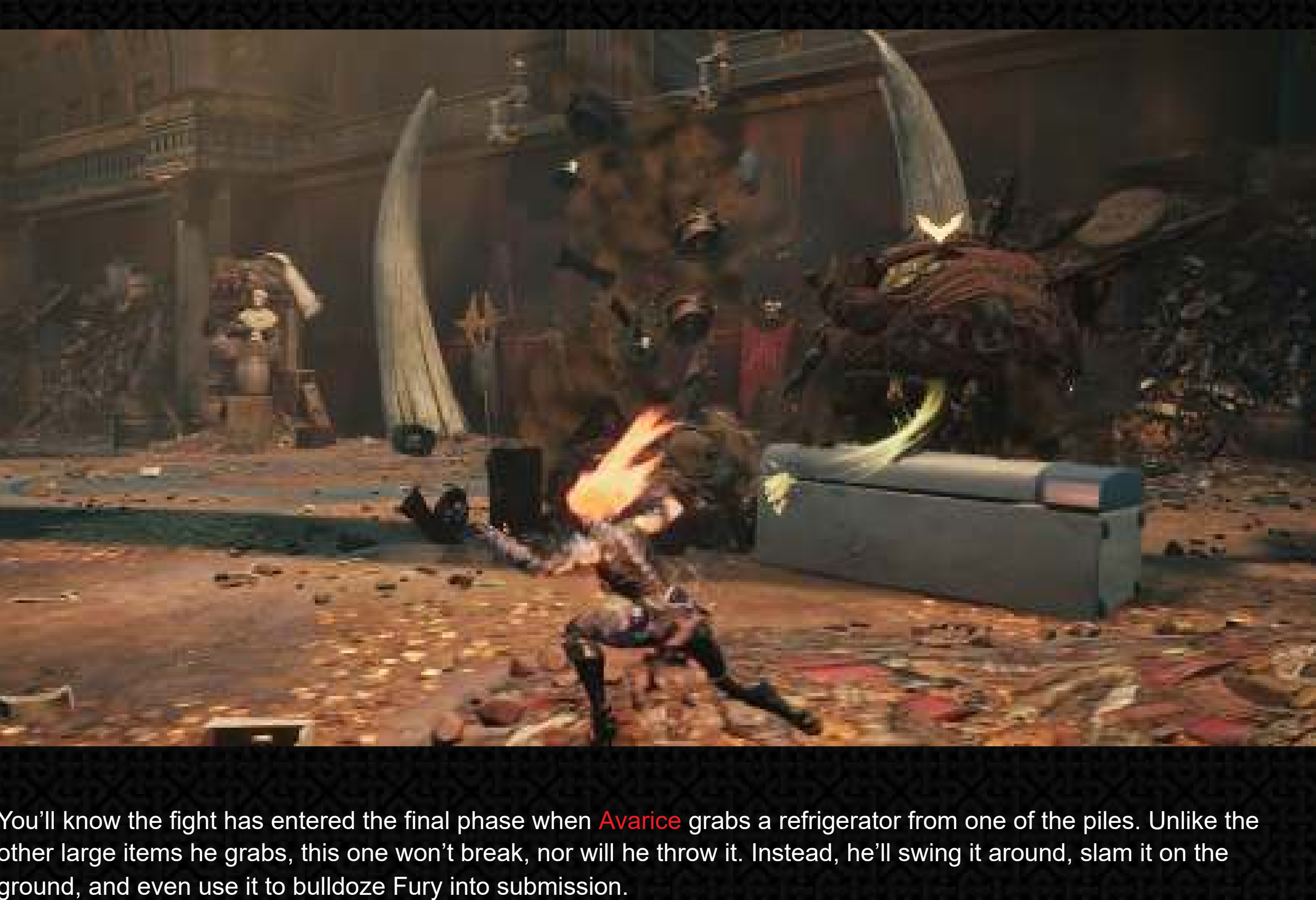
Avarice is surprisingly fast given the massive bundle of loot tied to his back. He initiates the fight by leaping toward Fury with a ground pound attack. This is a simple attack to dodge, provided you don't evade in the direction from which he's coming, as his enormous bundle of loot will hit Fury if you do. Instead, dodge to the side, counter, and then back away.

Avarice mixes up attacks in quick succession and you never want to imitate his greed. At close range, Avarice attacks with his claw-like hands, swinging usually from the left and then the right. Dodge backward, dodge again, then counter and be careful not to get pinned against the wall or one of his towers of junk. If this happens, try to Flame Jump out of reach.

The towers scattered throughout the atrium aren't just for show. Avarice frequently leaps from one to the other, keeping his distance and throwing pieces of junk at Fury. Small pieces of debris are easy to dodge. Keep your distance so you can see them coming, cartwheel aside, and bide your time. This is a good opportunity to consume an item, so long as you keep your eyes on him.

As Avarice continues to take damage, he'll pluck a larger piece of debris from the piles. This can be a bathtub or a grandfather clock early in the fight or a refrigerator at the end. He'll leap down from atop the pile he's on and slam the item toward Fury. Dodge away and Arcane Counter, then back up. Avarice will use the item as a weapon and swing it around him. Dodge away, then counter back toward him with a Sin and Punishment flipping attack for heavy damage.

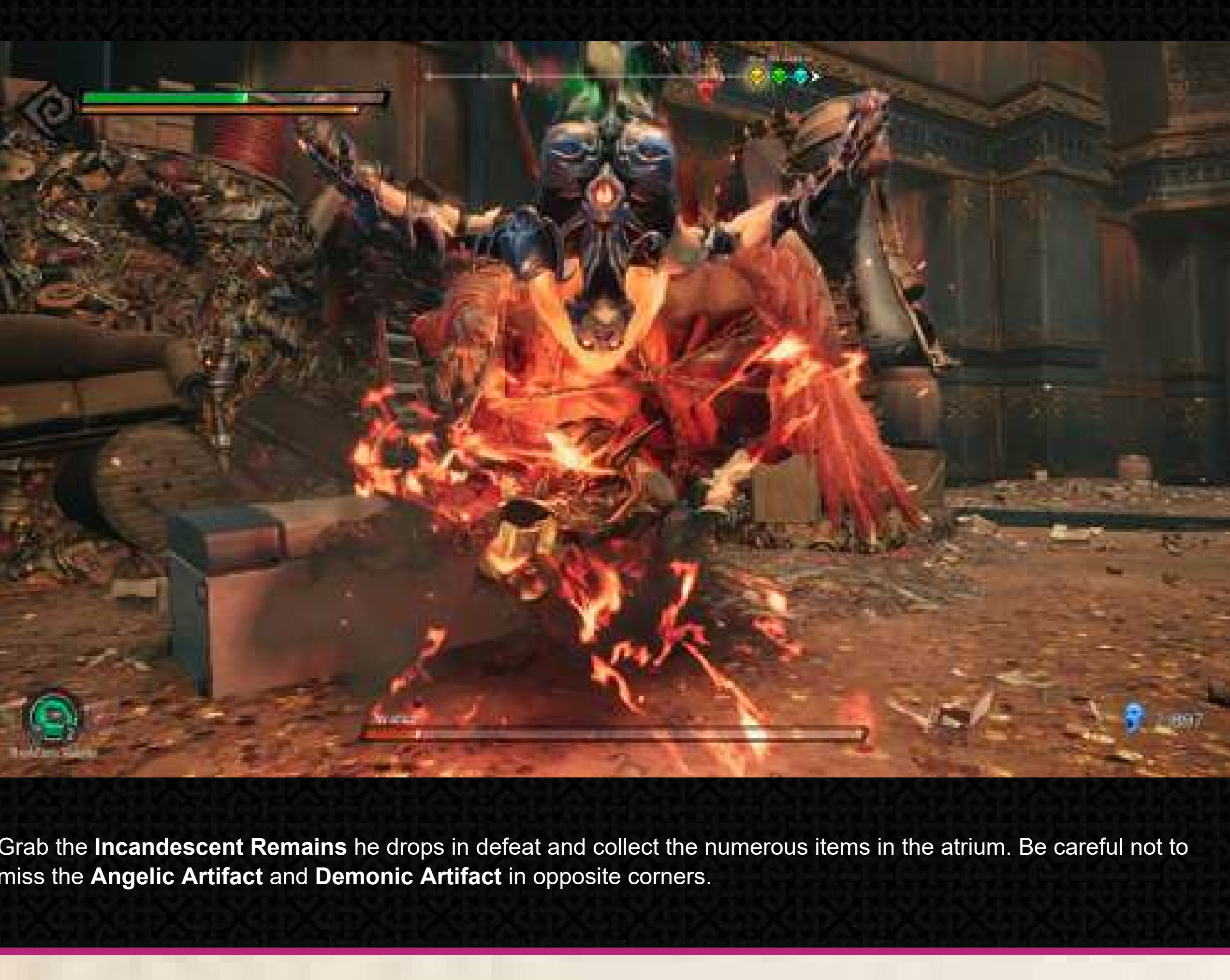
It's possible to get Avarice to knock down his own junk piles by standing near one of the towers when he's getting ready to jump. He can also be baited into destroying a junk tower when using a refrigerator or clock like a bulldozer. Though it's possible to Flame Jump and strike him while he's atop a tower, he'll likely hit you with an item if you try this. It's not worth the risk.



You'll know the fight has entered the final phase when Avarice grabs a refrigerator from one of the piles. Unlike the other large items he grabs, this one won't break, nor will he throw it. Instead, he'll swing it around, slam it on the ground, and even use it to bulldoze Fury into submission.

This is the toughest part of the fight, as the attacks come fast, with little chance to launch much of a counter. Consume an Undying Shard or Fortification Shard as soon as you see him grab the refrigerator. Or, if the fight has been giving you difficulty, use a Havoc Shard and trigger Havoc Form as soon as he leaps down.

A great way to whittle away Avarice's health while keeping yourself out of harm's way is to hit him with the Volcanic Charge counter. This allows Fury to get in a quick explosive hit and back away while Avarice suffers burn damage. Best of all, this doesn't require any charging up or use of Wrath. Though adding an Immolation effect to Fury's standard attacks certainly works also.



Grab the **Incandescent Remains** he drops in defeat and collect the numerous items in the atrium. Be careful not to miss the **Angelic Artifact** and **Demonic Artifact** in opposite corners.

Path to Sloth

So impressed was the Lord of the Hollows with Fury's victory over a third Sin that he has granted her another power. Though the Storm Hollow isn't necessary to go in search of Sloth, it will certainly aid in capturing him. Fury must now delve deep into the Nether in search of a way across the chasm that has split the city's subway station in two.

Fury's Path

Seek a way back to the Splintered Station.

Return to Haven for bonus exploration (optional).

Explore the deeper tunnels of the hive.

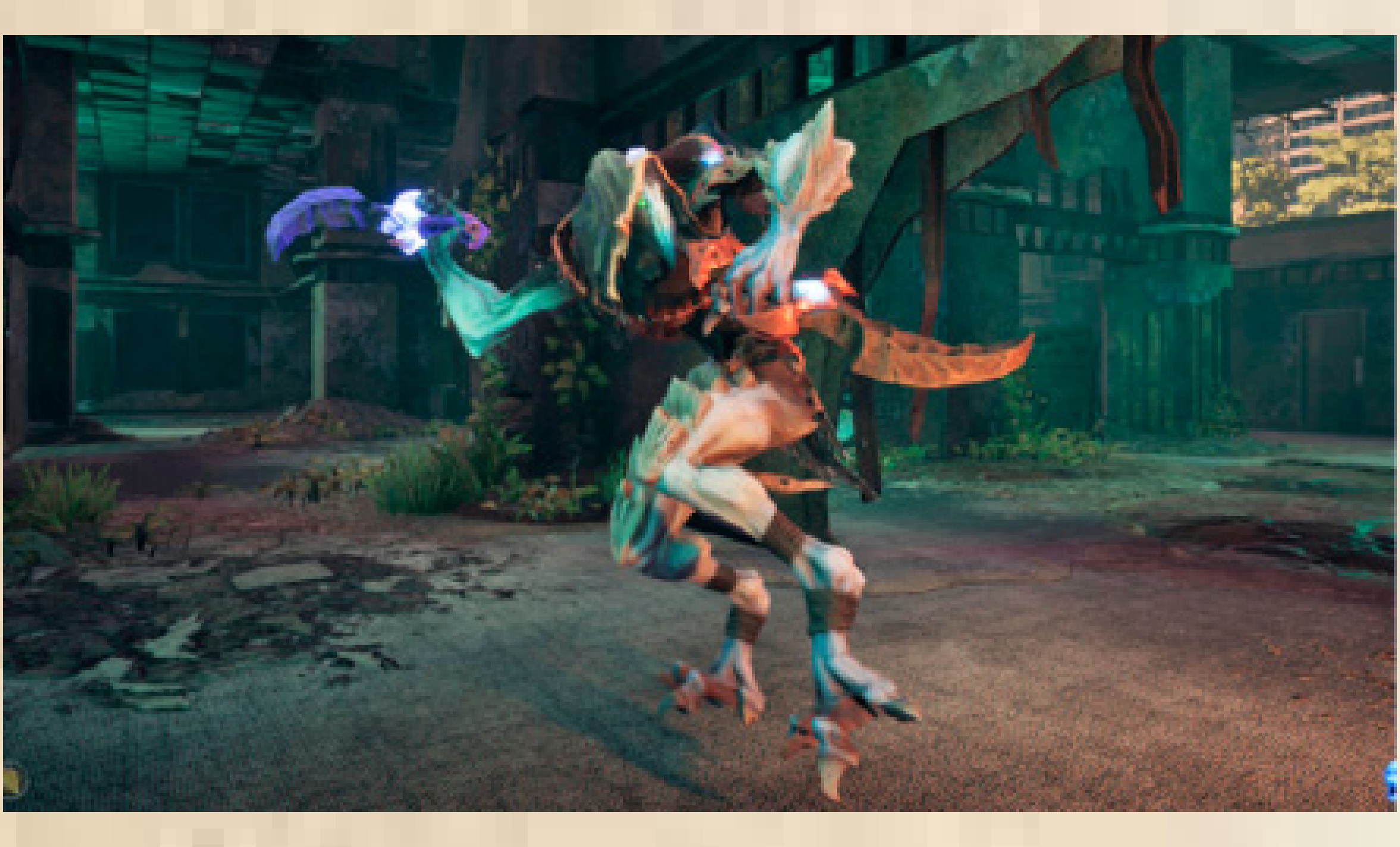
Open the floodgates inside the Cistern.

Navigate the darkness of the Nether.

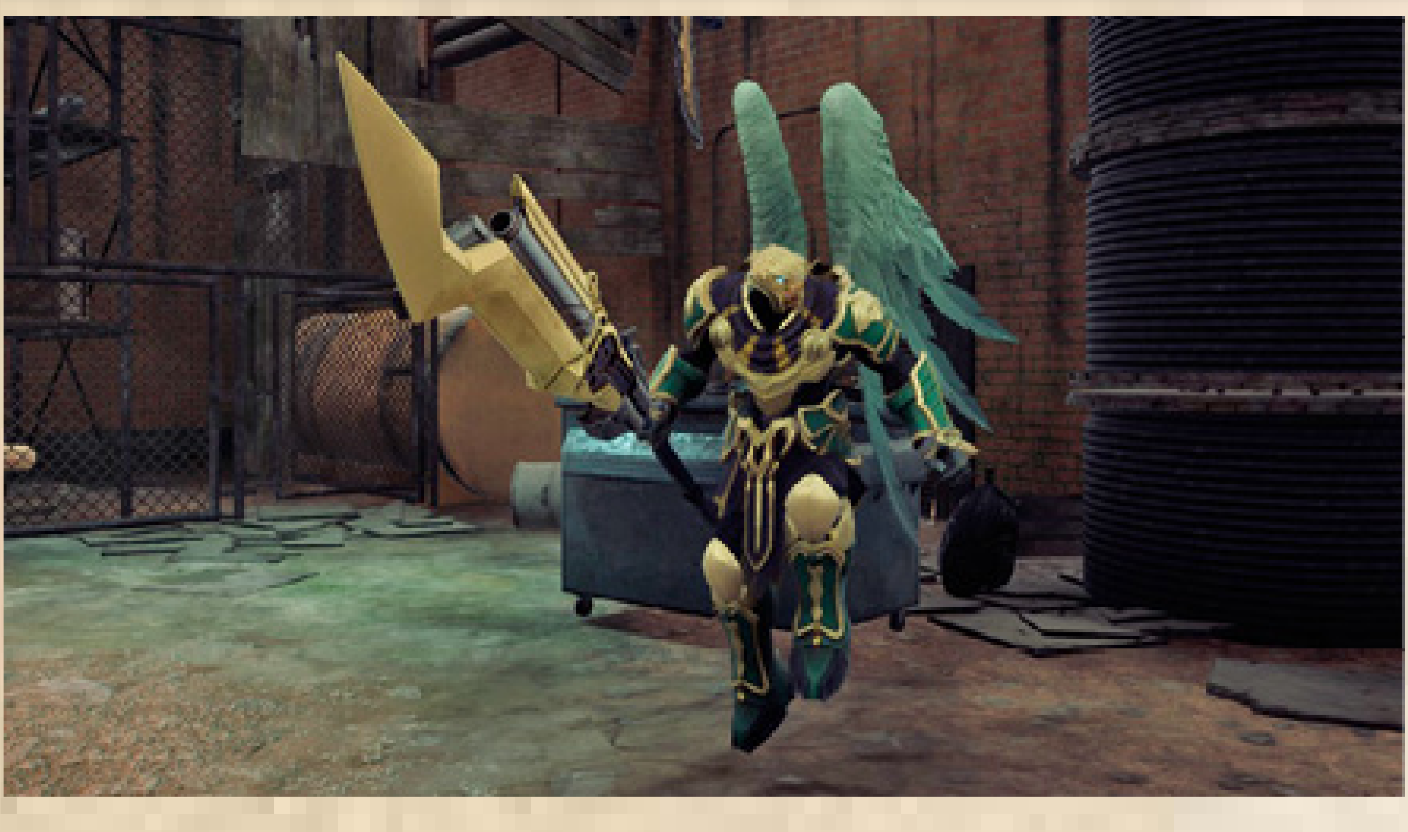
Defeat Sloth.

Battle Prep

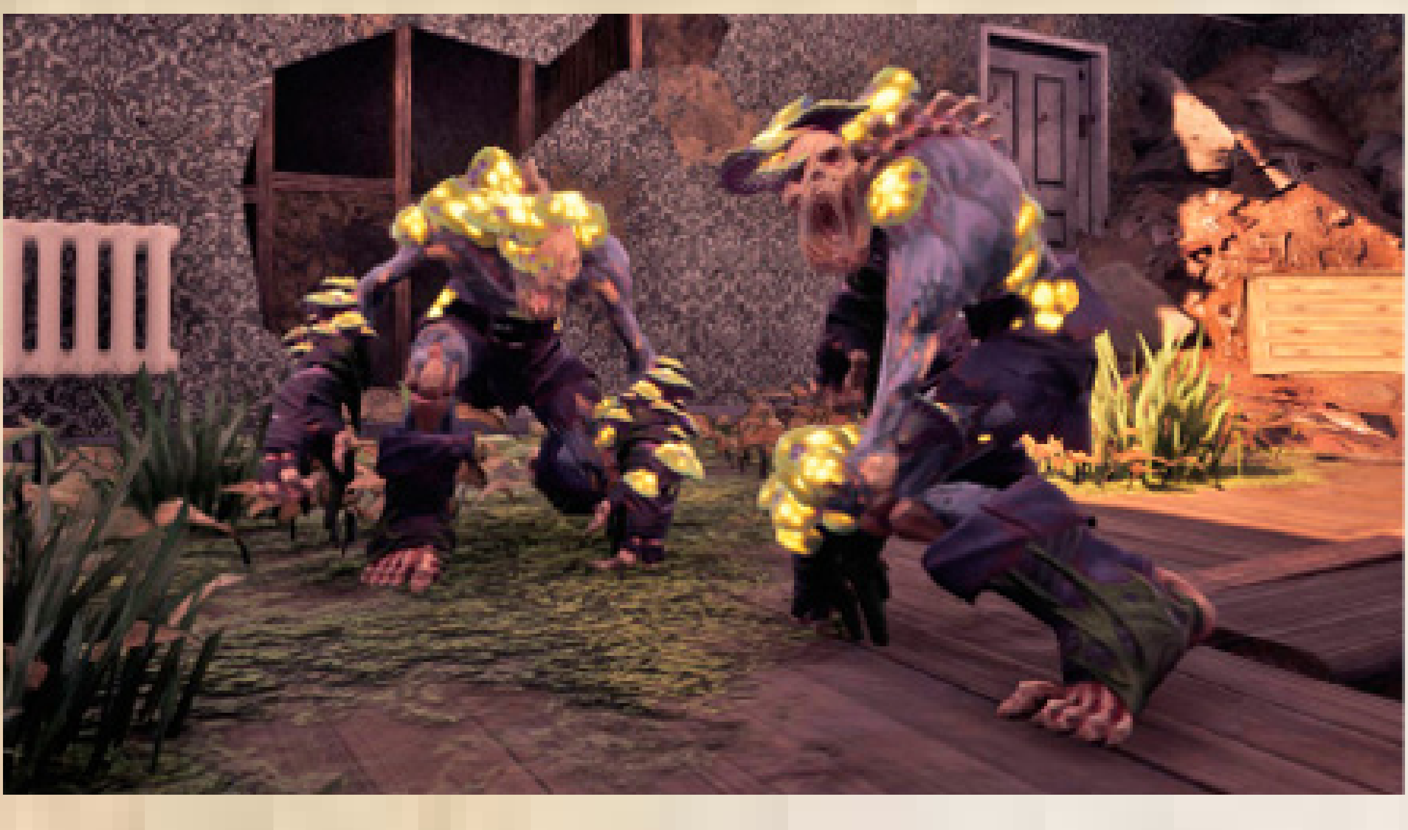
New Encounters



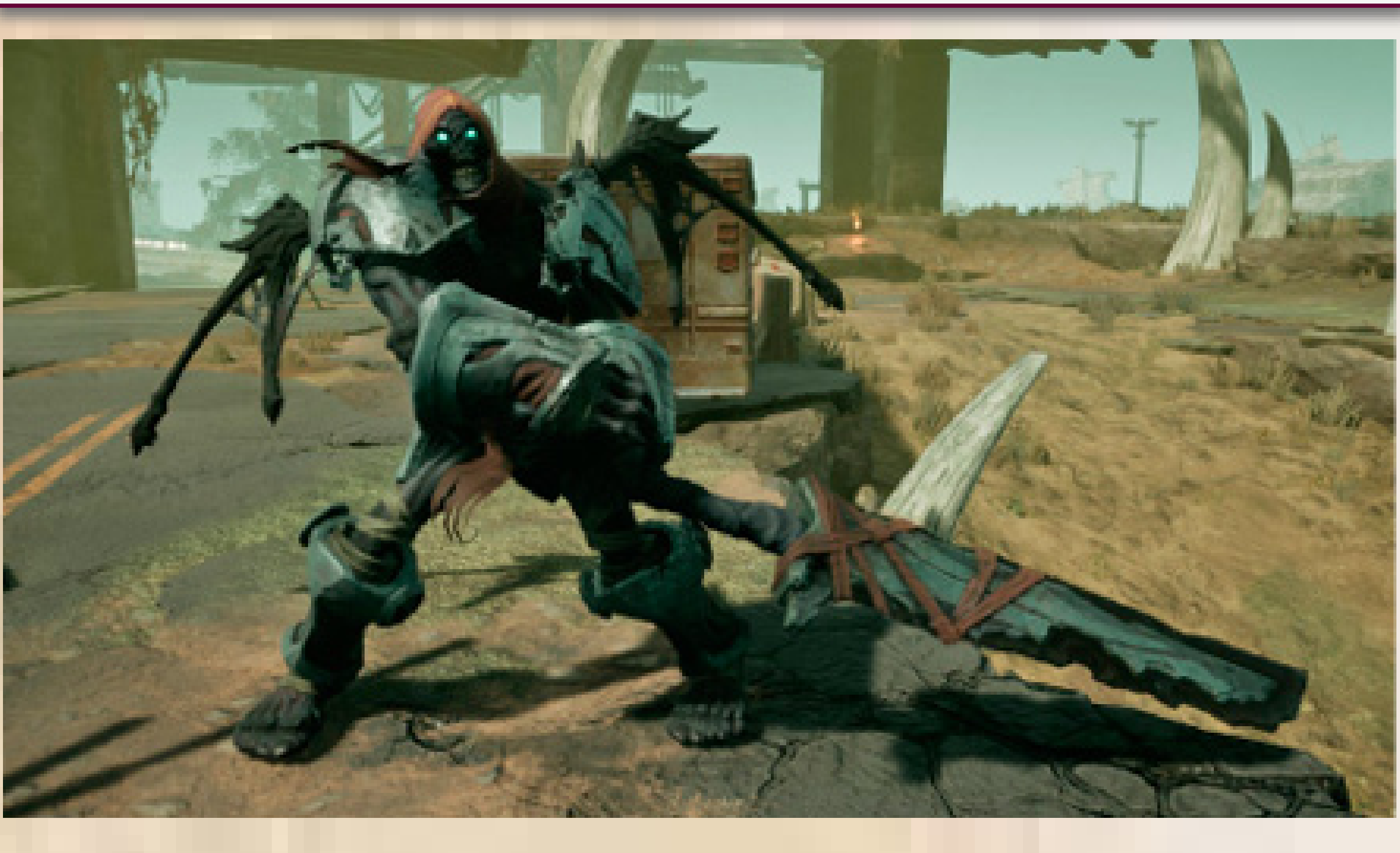
Name
White Sycophant
Class
Sycophant
Habitat
Haven
Threat Level
Moderate



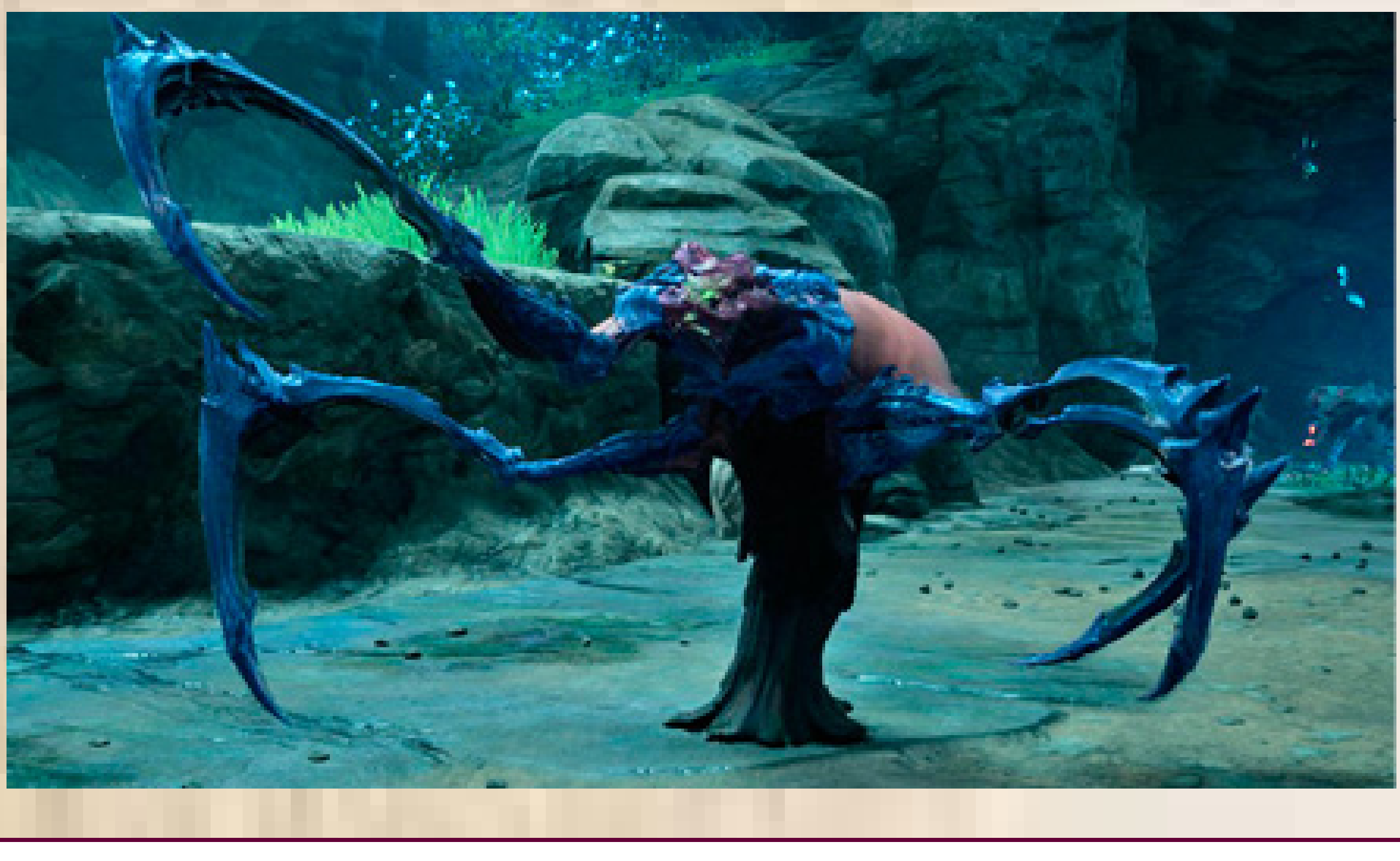
Name
Green Undead Angel
Class
Undead
Habitat
Haven
Threat Level
Low



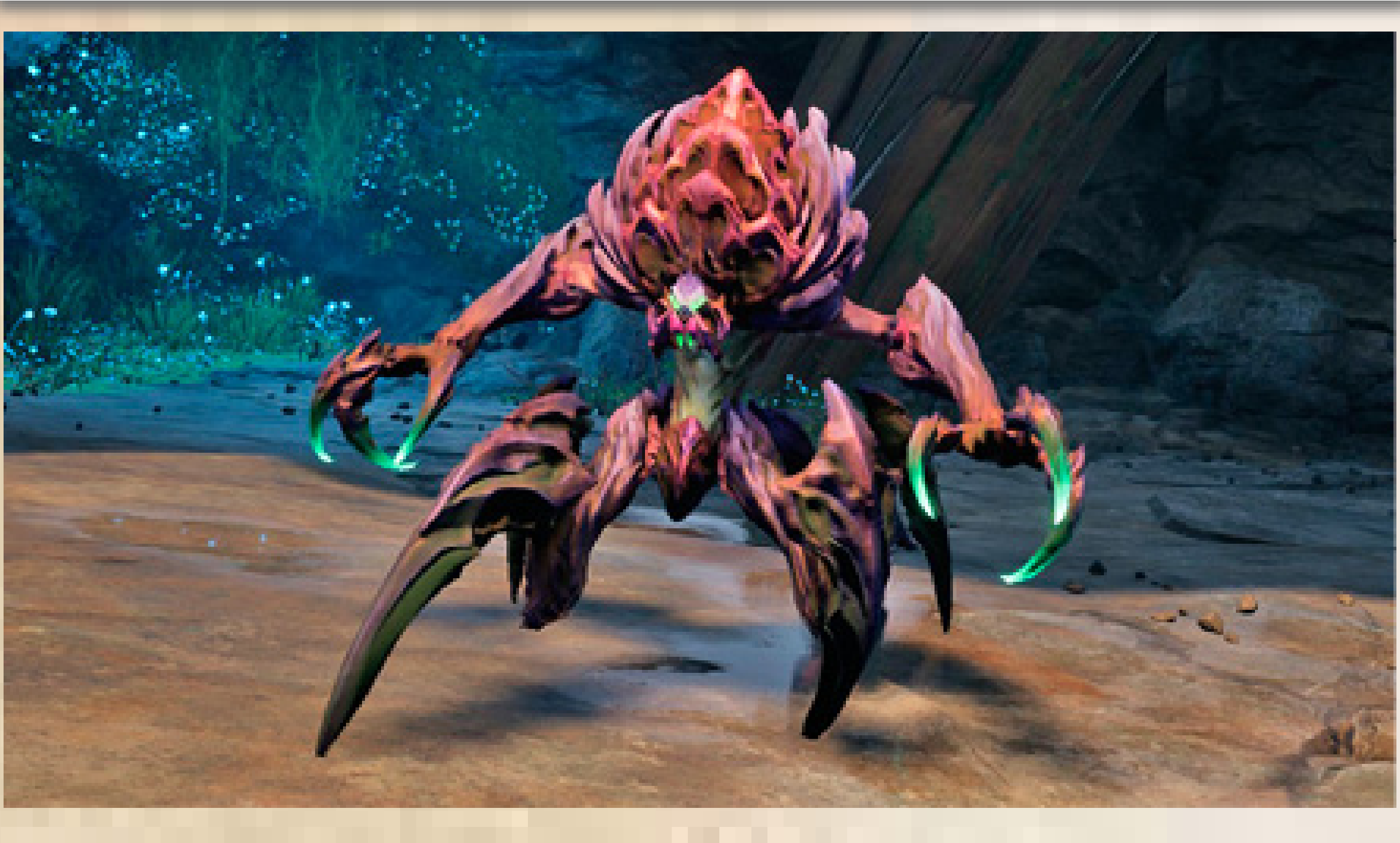
Name
Swamp Swarm
Class
Swarm
Habitat
Haven
Threat Level
High



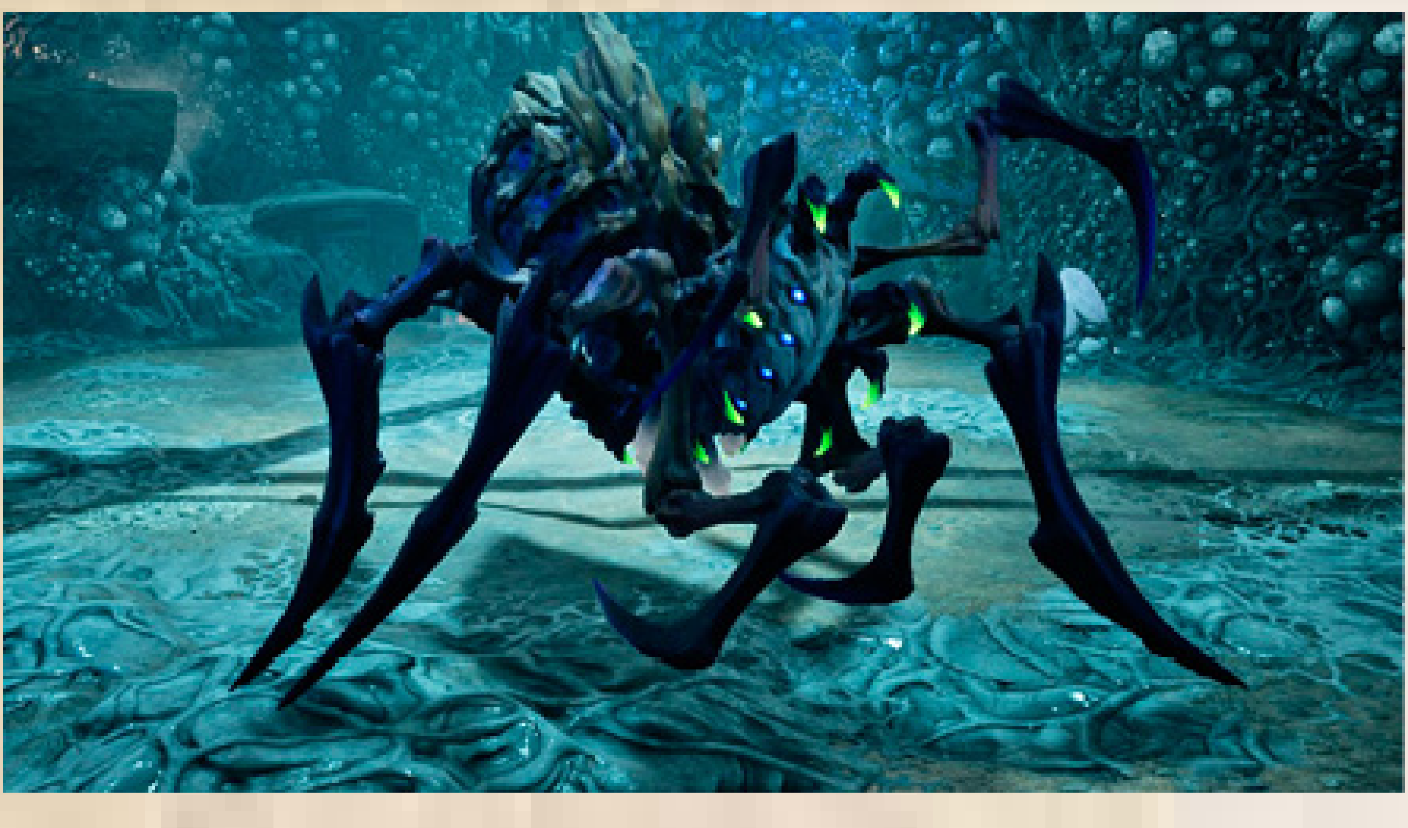
Name
Undead Angel Raider
Class
Undead
Habitat
Haven
Threat Level
Moderate



Name
Mimic
Class
Insect
Habitat
Nether
Threat Level
Moderate



Name
Spidercrab
Class
Insect
Habitat
Nether
Threat Level
Moderate

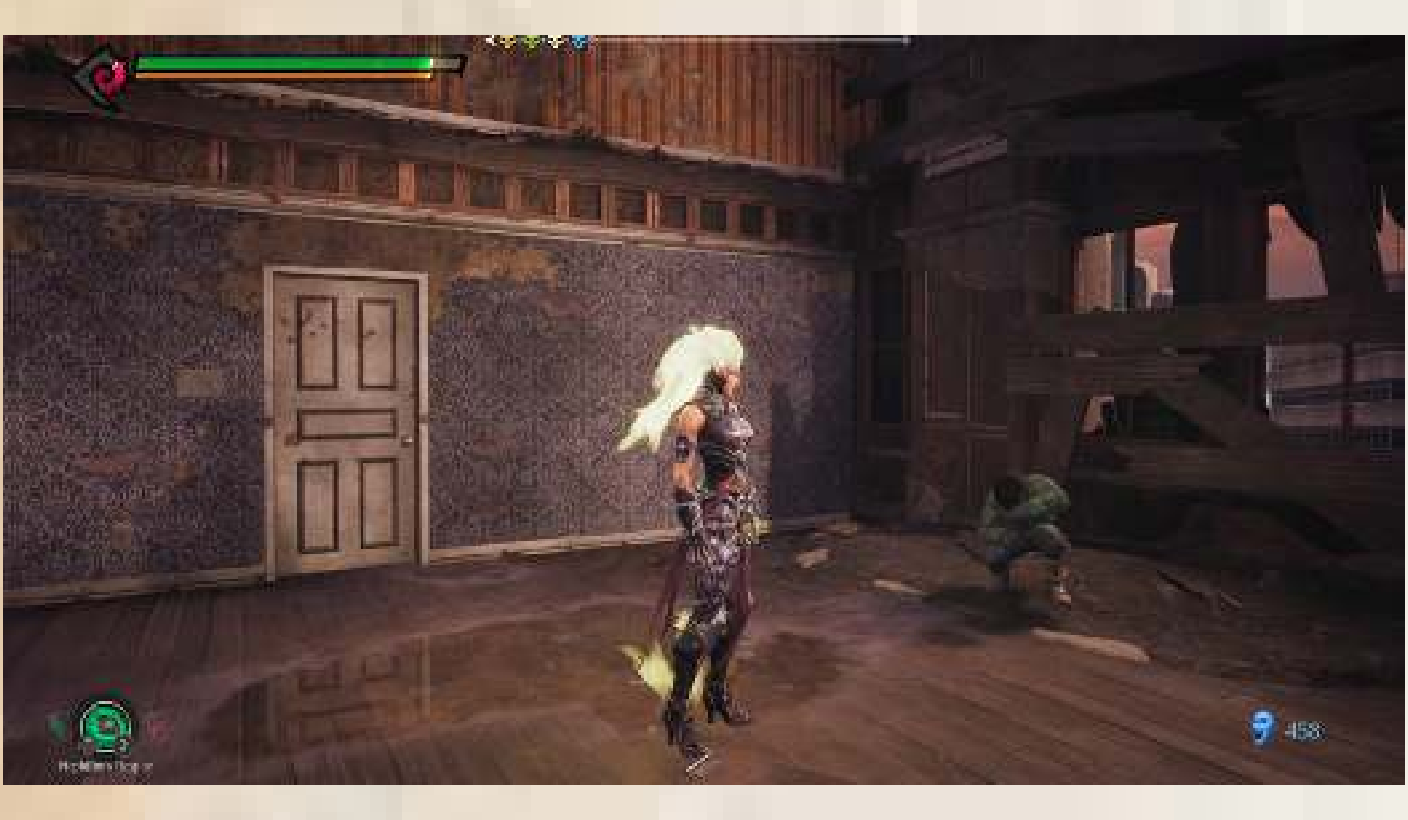


Name
Harvestor
Class
Insect
Habitat
Nether
Threat Level
Moderate

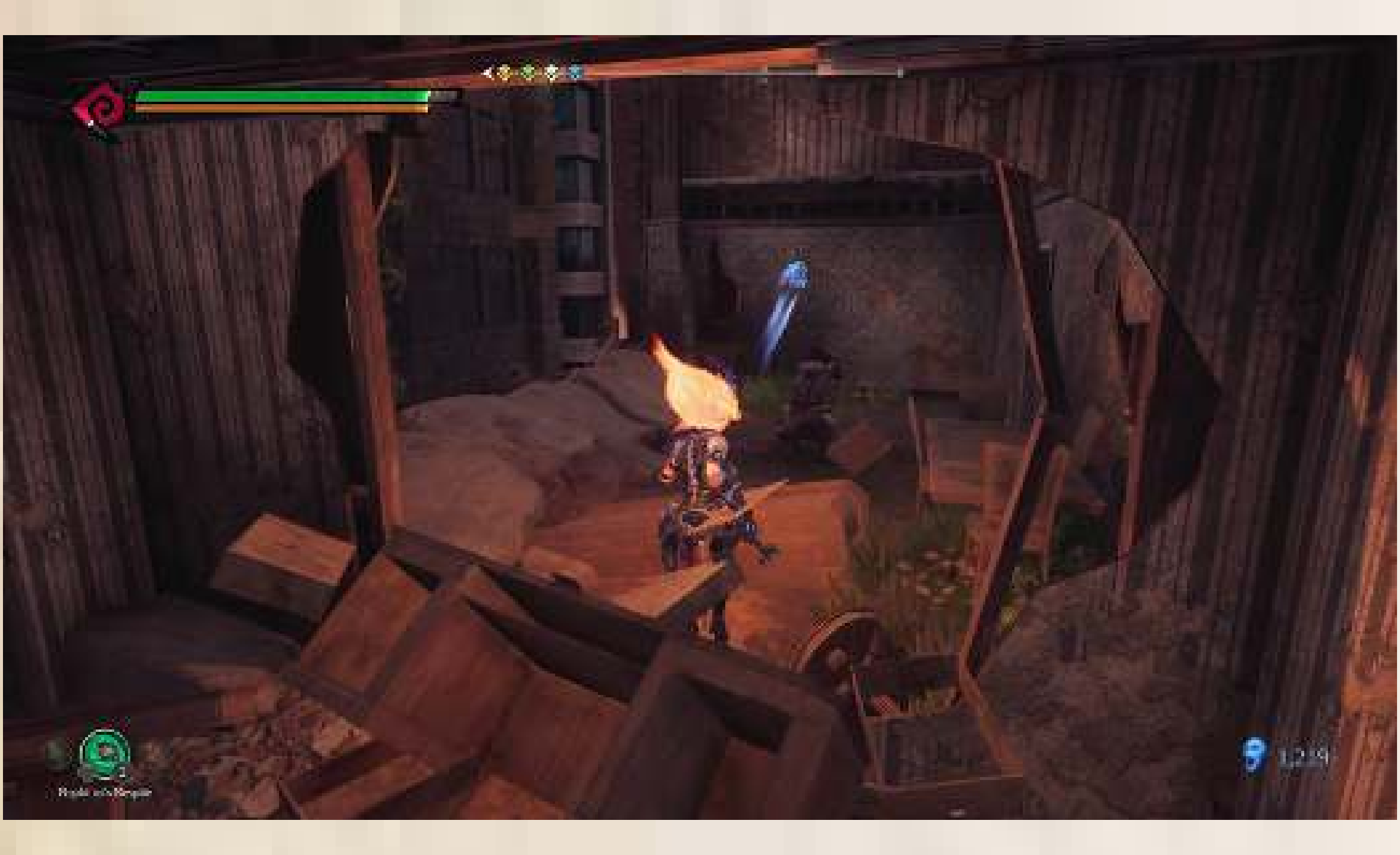
Fury will fight numerous insect-like creatures in her effort to find Sloth, including a few she hasn't seen before. Despite having gained the Storm Hollow, it's best to keep the Flame Hollow active most of the time, especially if you have equipped the Chains of Scorn with the Leviathan enhancement. Beware the many cocoons strewn about the path to Sloth, as they often contain a poison-spewing Mimic that can leap forth in a blink. The journey from the Atrium of Greed to Sloth's location isn't long, but the narrow tunnels and terrifying darkness warrant focus.

As for upgrades and weapons, there is ample opportunity for bonus exploration in both Haven and the Nether. Diligent players will be well rewarded with bundles of Souls and plenty of crafting ingredients, as well as two high-powered weapon enhancements. Add the Chaos enhancement to the Lance of Scorn and upgrade the two alternative weapons as possible, while saving larger pieces of Adamantine for the Barbs of Scorn. In addition to numerous crafting ingredients, be sure to save any Humans pointed out in this section, as doing so will earn a reward from Ulthane the next time you visit him.

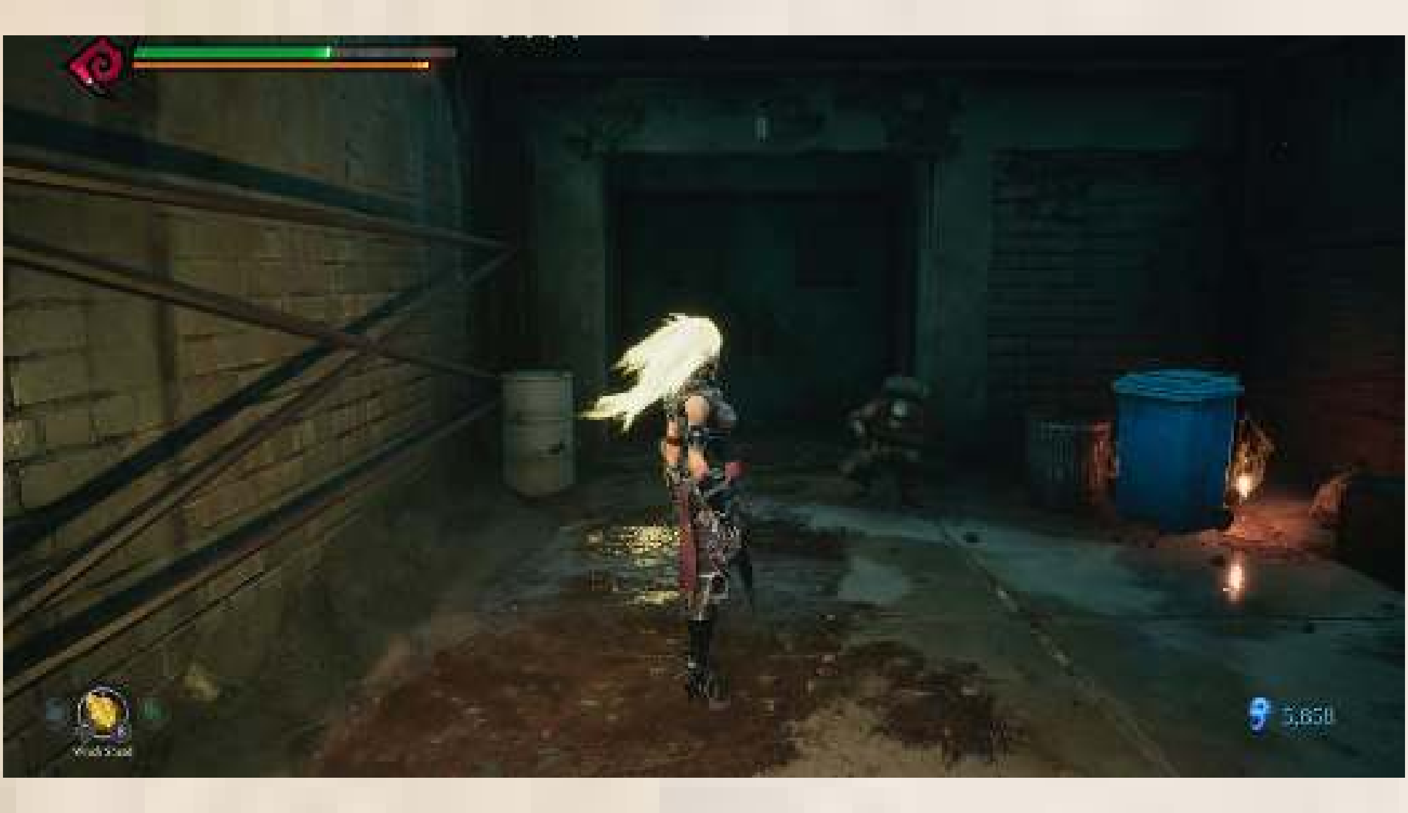
Save the Humans



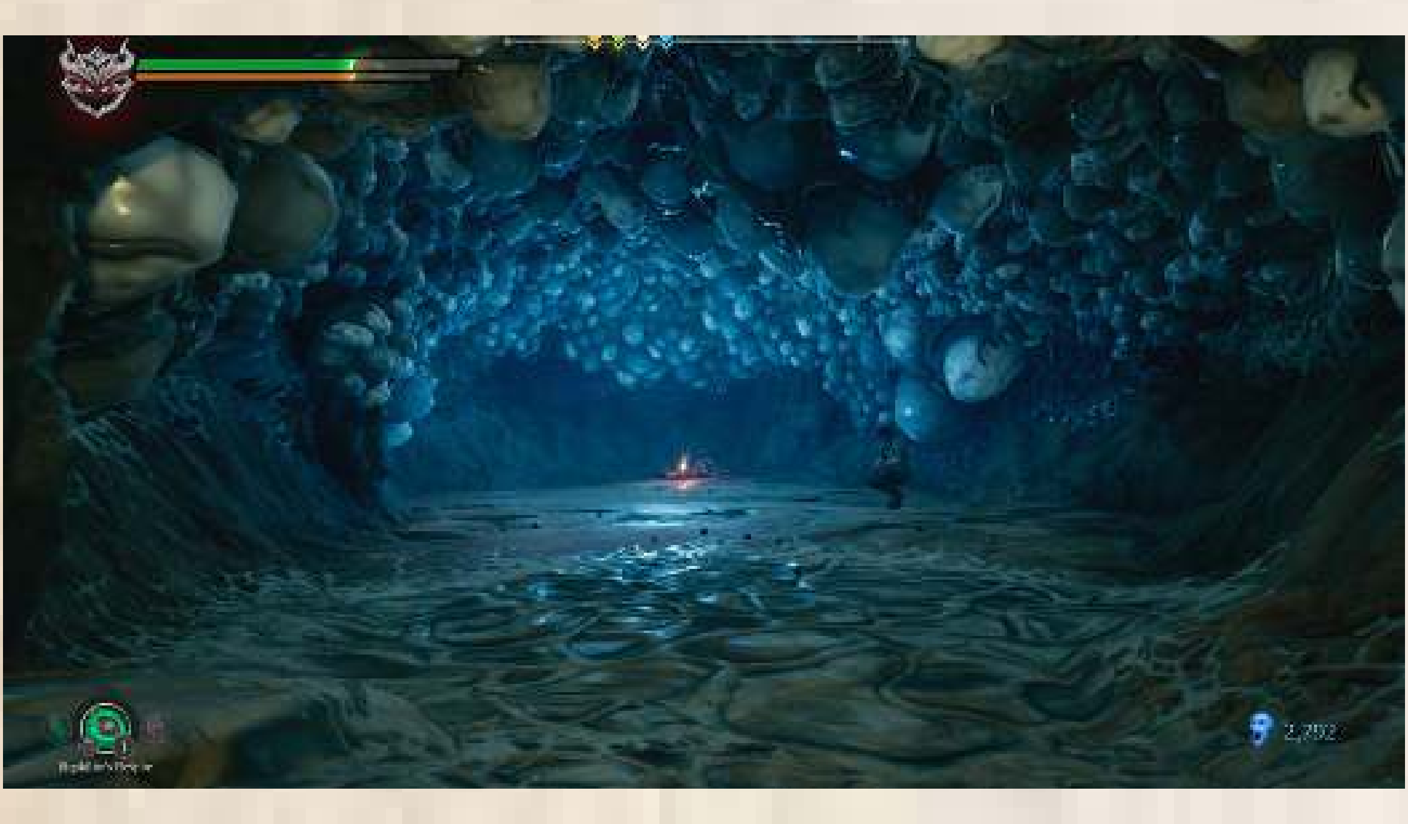
3. Use the Flame Hollow to burn through the cobweb across the suspension bridge in Maker's Forge and follow the tree root to the office building.



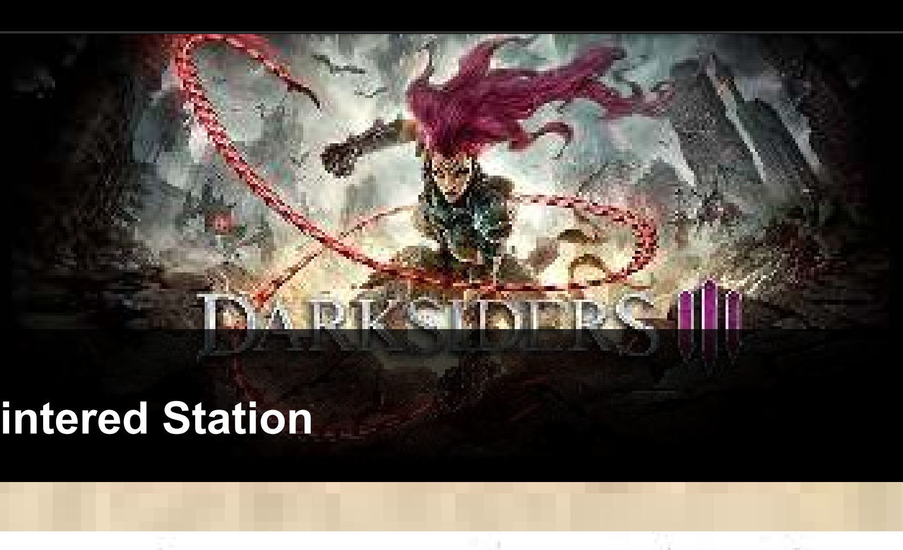
4. From the building across from the Maker Tree in Skyscraper, use the Storm Hollow to reach the offices off to the right. Ride the series of Storm Currents to the red building guarded by Swamp Swarms and break down the barrier on the upper floor.



5. Ascend the stairs beside the Cistern Serpent Hole and smash the cocoons to find the next Human.

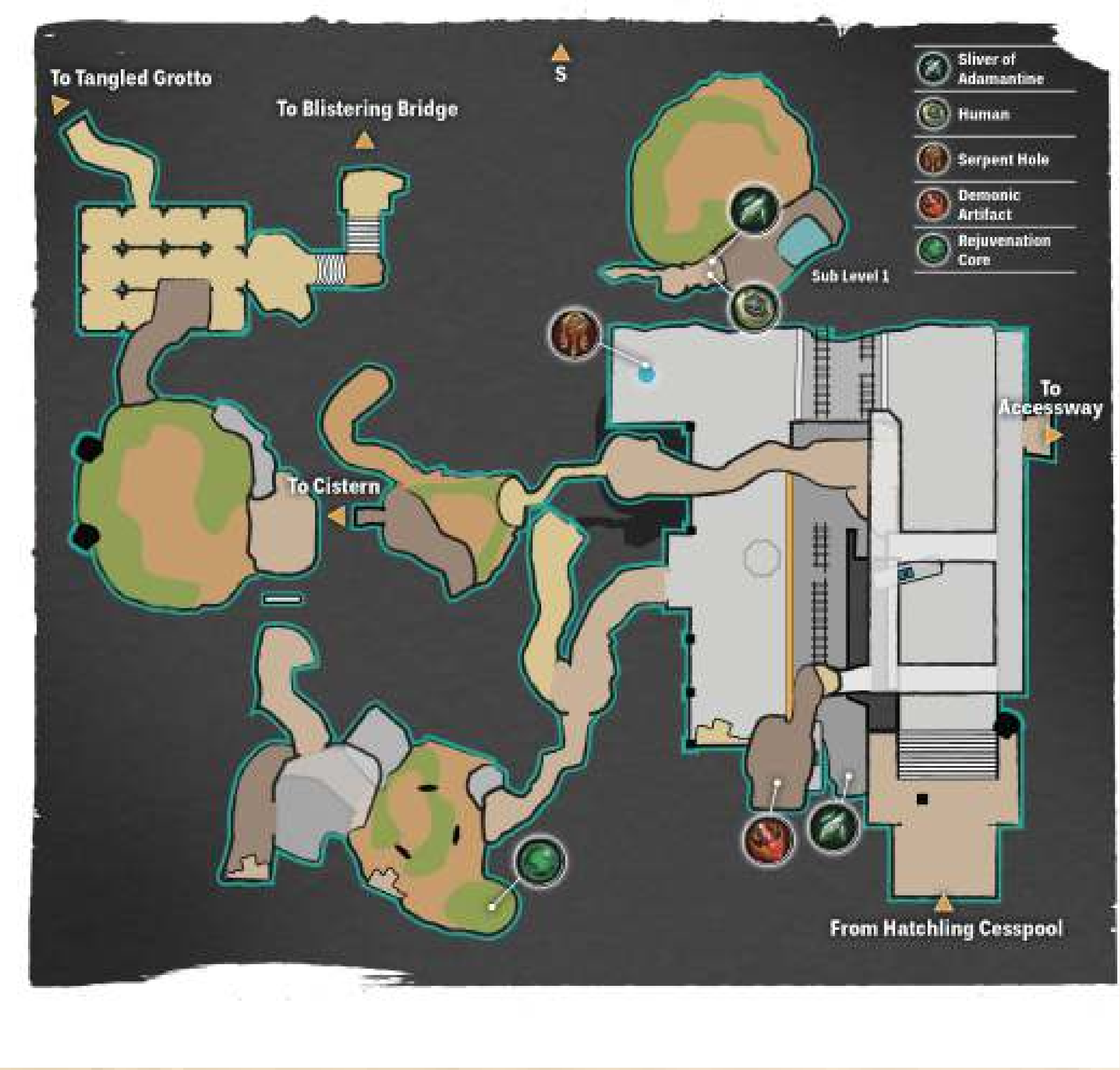


6. Run along the top of the subway car beyond the Tangled Grotto Serpent Hole to find this Human hiding out.



Sloth

Nether: Splintered Station



FINDING YOUR WAY BACK

SLOTH BEFORE AVARICE?

If you decided to tackle Sloth before Avarice, that's fine. It's entirely possible to reach this chapter's Sin with only the Flame Hollow. Skip ahead to where the discussion picks up at the Splintered Station Serpent Hole. Likewise, you can flip back to chapter 3 for tips on finding and dealing with Avarice.

From the Atrium of Greed, Fury has several options. Though it's possible to use the Serpent Hole to instantly return to Splintered Station, doing so would bypass several valuable crafting ingredients. Instead, gain some familiarity with the newly obtained Storm Hollow as you fight your way back on foot.

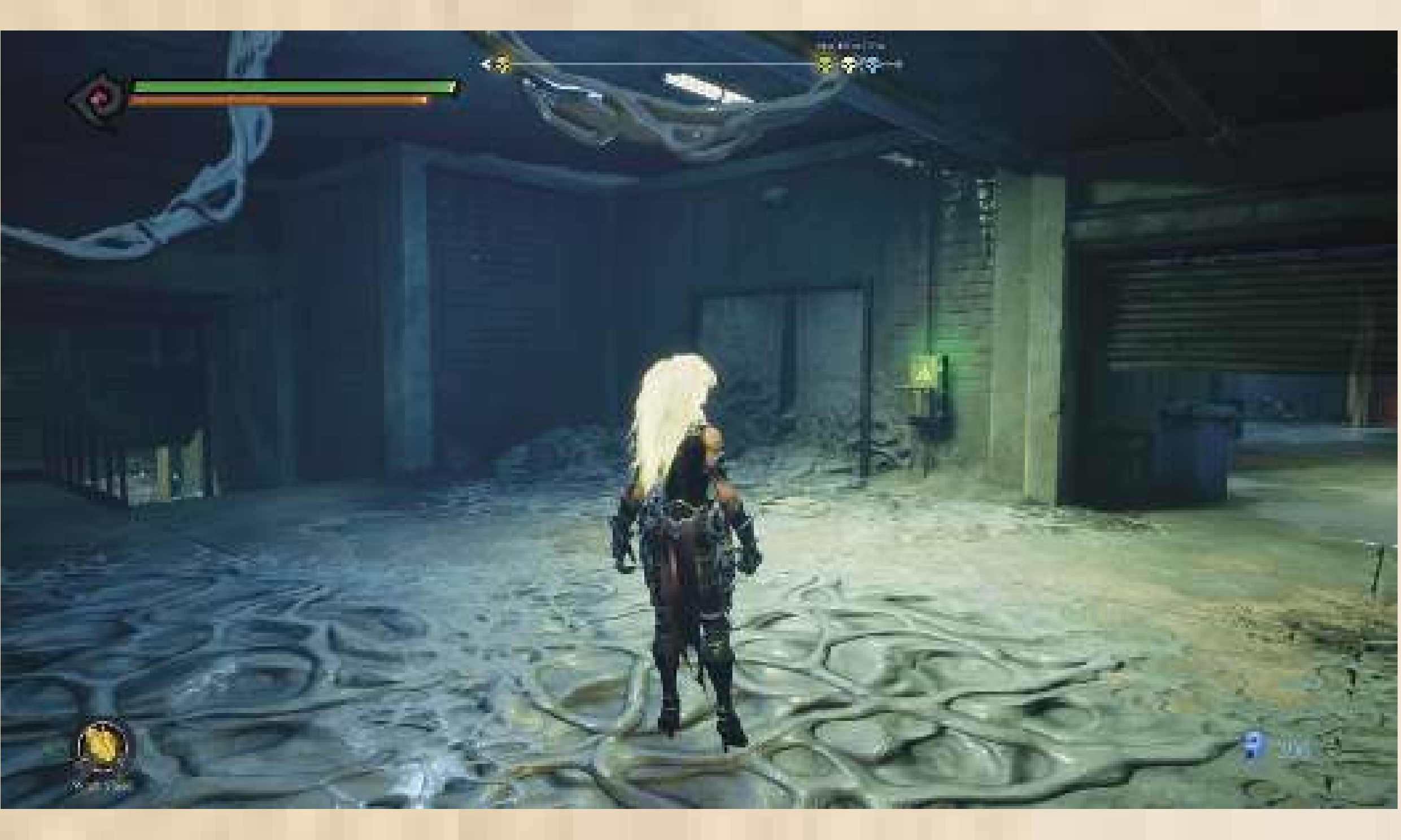
STORM GLIDE

The Storm Hollow grants Fury the ability to slow her fall from a jump or even soar upward on storm currents. Use the Flame Hollow's Flame Jump to reach high places and the Storm Hollow to soar great distances. Be aware that the Storm Glide can't be maintained indefinitely and cannot be used to save Fury from towering free-falls.

Enter the green-lit tunnel in the corner opposite the Serpent Hole at the Atrium of Greed. This leads to a small cave with numerous holes in the floor. This is where the Avarice Children lobbed their bombs at you when you were leaping through the grotto earlier.

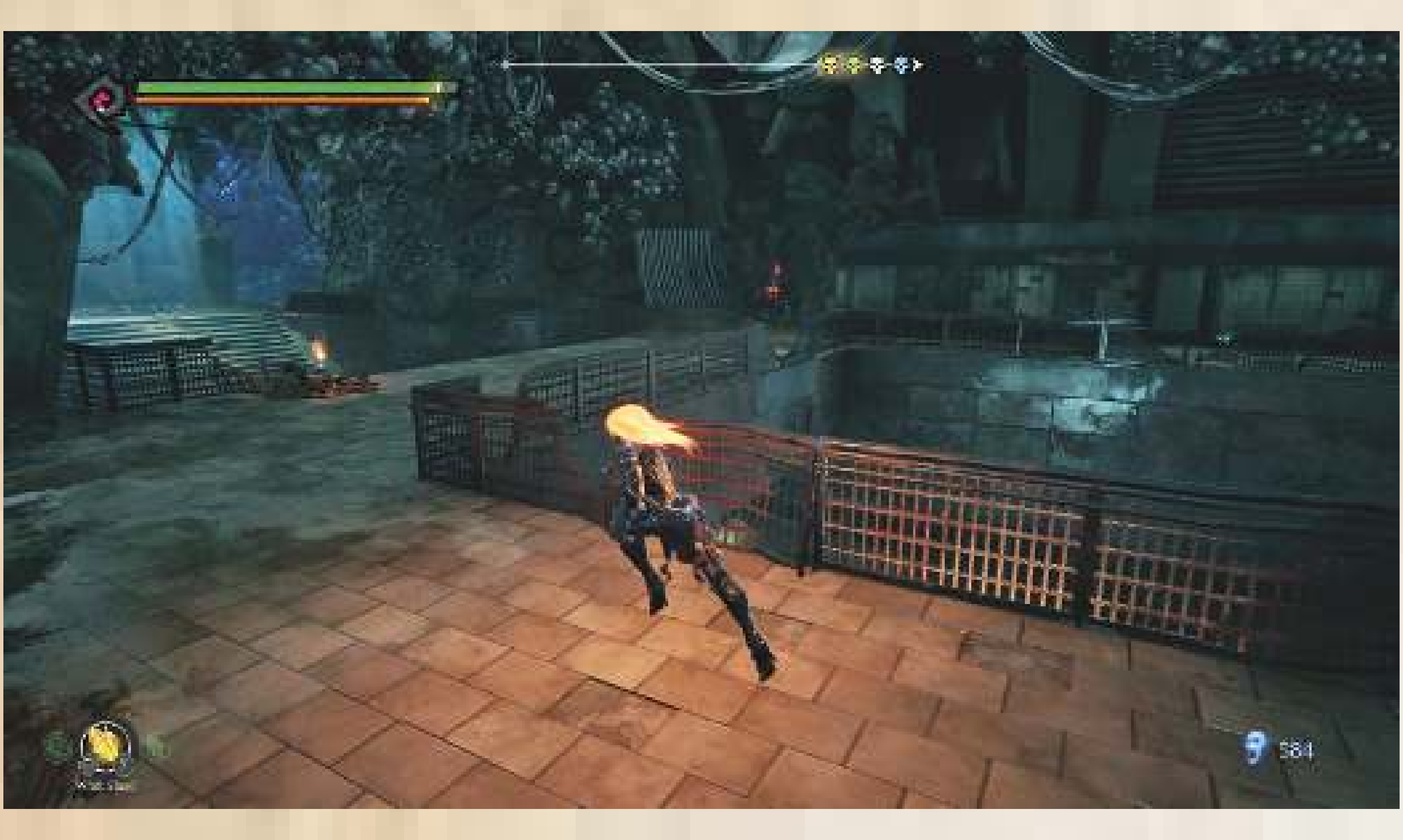
Cross the cave to the left to collect the **Angelic Artifact**, but don't leap down. Instead, continue through the cave to the watery tunnel up ahead and crawl alongside the pipes to the room.

Pull the handle on the electrical switch to raise the two metal doors, and pay Vulgrim a visit to the left to reset your save point location to the Accessway. Now return to the switch and proceed through the door on the right.



Visit Vulgrim through the door on the left before heading right.

Ascend past the eggs to the upper level of the subway station you first entered some time ago. Test out the Lance of Scorn on the Minions in this area and fight your way to the **Demonic Artifact** in the cave to the far left, beyond the Black Minion. Drop down to pay Vulgrim a visit at the Splintered Station and return to the area beneath the overhead walkways—it's time to go someplace new.



The Black Minion on the upper level guards a Demonic Artifact in the nearby cave.

ADVANCED EXPLORATION: MAKER'S FORGE

Hollows Required: Flame

Return to Maker's Forge via the Serpent Hole and climb the ramps beside Ulthane. Swing across to the balcony, burn through the cobweb, and whip swing to the adjacent tree root. Fend off the White Sycophants and scour the office building in the distance to find a **Demonic Artifact** and a **Human,** among other items. Return the way you came.

ADVANCED EXPLORATION: SKYSCRAPER

Hollows Required: Flame, Storm

Now use the Serpent Hole to return to Skyscraper, where you first met Vulgrim. Ascend the building as you did earlier, but this time burn through the cobweb at the fork in the tree root. Proceed along this path until you reach the **Angelic Artifact** overlooking the trench you couldn't cross after fighting Envy. Use Storm Glide to reach the Piece of Adamantine, and Flame Jump up to the **Demonic Artifact**. Return through the tunnel to the fork in the tree root and head right, as if visiting Ulthane on foot.

If you're up for a challenge and want to do some extra scavenging early on, keep reading. Rather than swinging across to the Maker Tree, Storm Glide over to the white office building on the right. Collect the Piece of Adamantine from the corner of the room and leap to the next building. Here, an Green Undead Angel teleports around the room, attacking with its sword. Kill it, top off your Health, and ride the Storm Currents over to the red building in the distance.

The Swamp Swarms guarding this building are a serious threat. Their explosive projectiles pack a punch. Get out of the water quickly and attack the ones on the upper landing first, then worry about the ones below. Whip swing across to find the **Shade enhancement,** then continue down the hall to free a **Human**.

Want more? Glide across to the next building, grab the Piece of Adamantine, and ascend the ramp to the shimmering Undead Angel Raider. This semi-invisible creature fights like the White Sycophant when not teleporting. Top off your Health, grab the **Angelic Artifact** near the table, and Flame Jump up to the Undead Angel Raider and knock it from the sky. The Undead Angel Raider's halberd emits a plasma-like projectile with each swing, so be careful. Heal up and follow the tree root to the adjacent building, where two Undead Angels and a Suffering attack at close range. Keep away from the Suffering as you go after the Undead Angels, as they will continue to summon reinforcements until both are dead. Step out onto the balcony, collect the pickup, and glide down to the tree root below, completing the loop. Return to Splintered Station via the Serpent Hole at Maker's Forge with enough Lurcher Crystals to buy four or more Attribute Points.

DEEPER INTO THE HIVE

A NEARBY ARTIFACT

Take a moment to return to the tunnel beneath the Serpent Hole, where you found a Human during your search for Wrath. Burn through the cobweb and fight your way deeper into the cave, past the Mosquito and Spidercrab, to find an **Angelic Artifact**.

Use the Flame Hollow to burn through the large webbing beneath the overhead walkways, and keep right at the fork. Ascend the sloping tunnel and crawl through the hole to a narrow rock path. A Mimic lunges for Fury as she advances, so be ready to dodge. These swift insects can either stand back and spit poison globules or dash forward and attack with a series of deadly jabs—whatever you do, don't let them pin you against the wall. Clear the Mosquito and Minion from the lower path en route to the dead-end, then ascend the upper path after the Spidercrab you saw upon entering the area.

Fend off enemies down low, then head up the path on the left.

THE UNREACHABLE ITEM

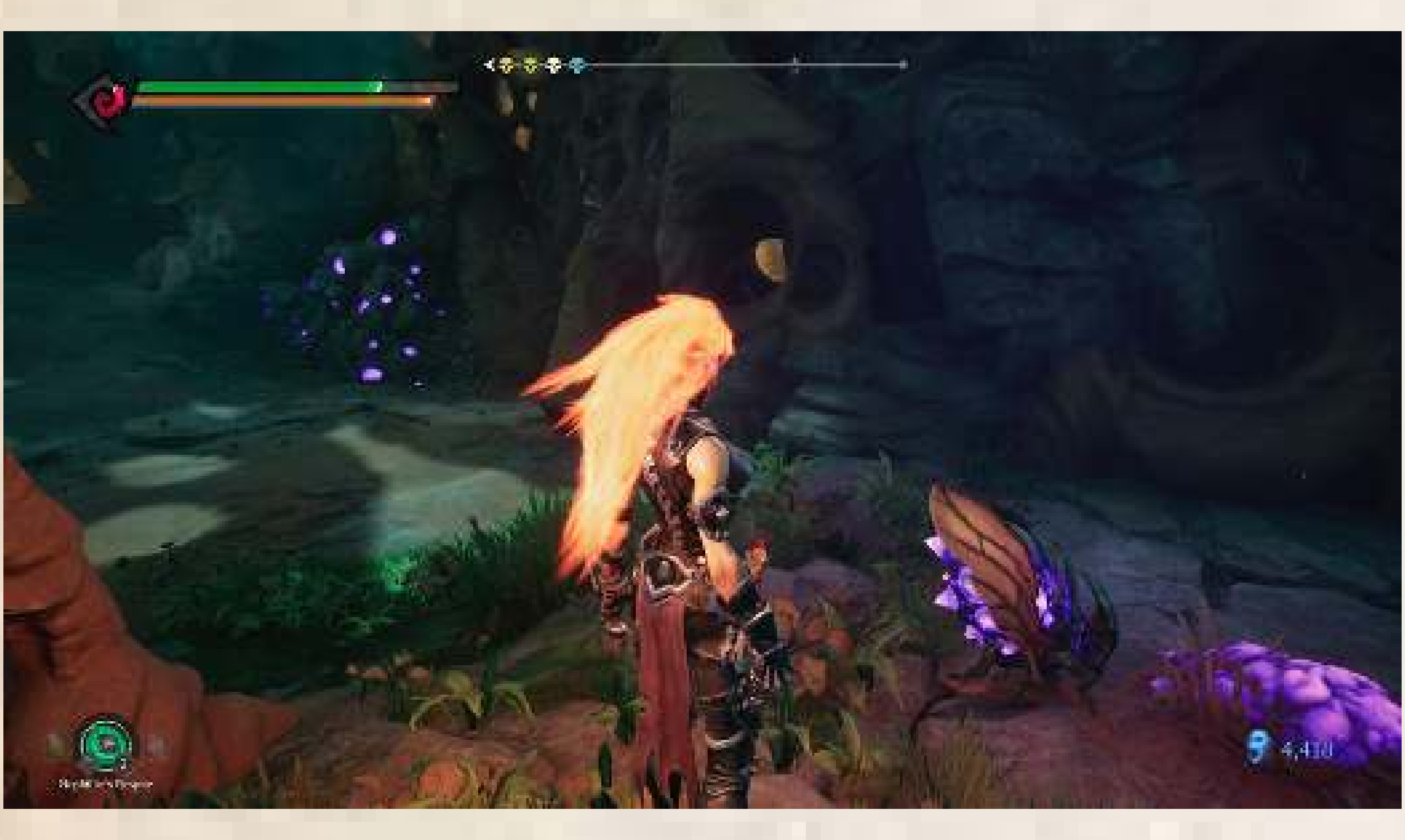
The pickup visible beyond the rock spires at the end of the lower path can't be reached just yet. Though it sits tantalizingly close, accessing it requires a lengthy trek through the Tangled Grotto with a Hollow Fury doesn't yet possess.

➤ COCOONS OF DEATH

Many of the stone-like cocoons harbor a Mimic that attacks when broken open, though some are already dead. Strike the cocoons with the whip and then somersault away to avoid a surprise attack.

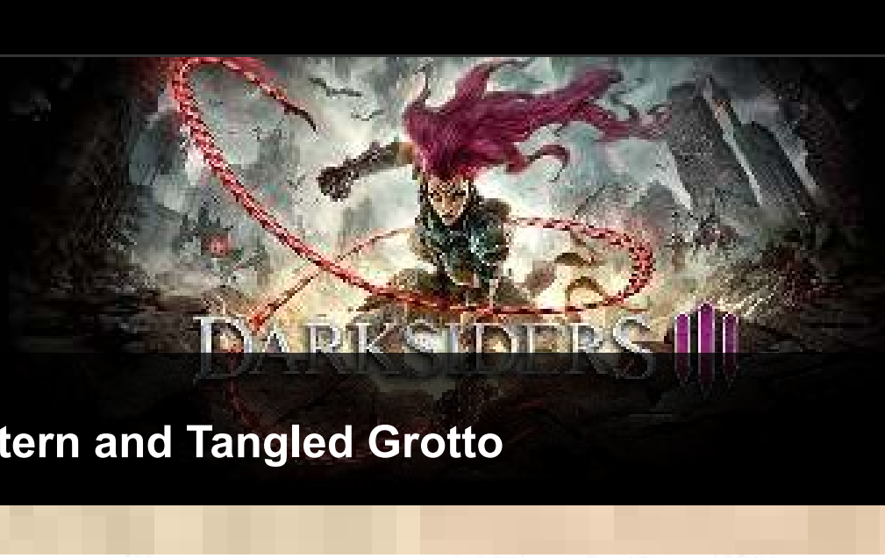
Pursue the Spidercrab toward the hive up ahead, but dodge to the side as soon as it charges forward. Its upward double-claw attack is near-instantaneous. Charge the Lance of Scorn to unleash a stunning spear attack that keeps the foe off-balance. Flame Jump to burn the cocoon hanging from the ceiling and then advance toward the purple-glowing coral.

As with the cobwebs before you had the Flame Hollow, the only way through these coral-like rocks at this point is with the help of a Bomb Bug. Cut the oozing purple mass of bait from the suspended cocoon to the right of the rocks and fetch a Bomb Bug from the path on the left. Toss it at the bait, wait for it to glow, and then hurl the Bomb Bug at the purple coral.



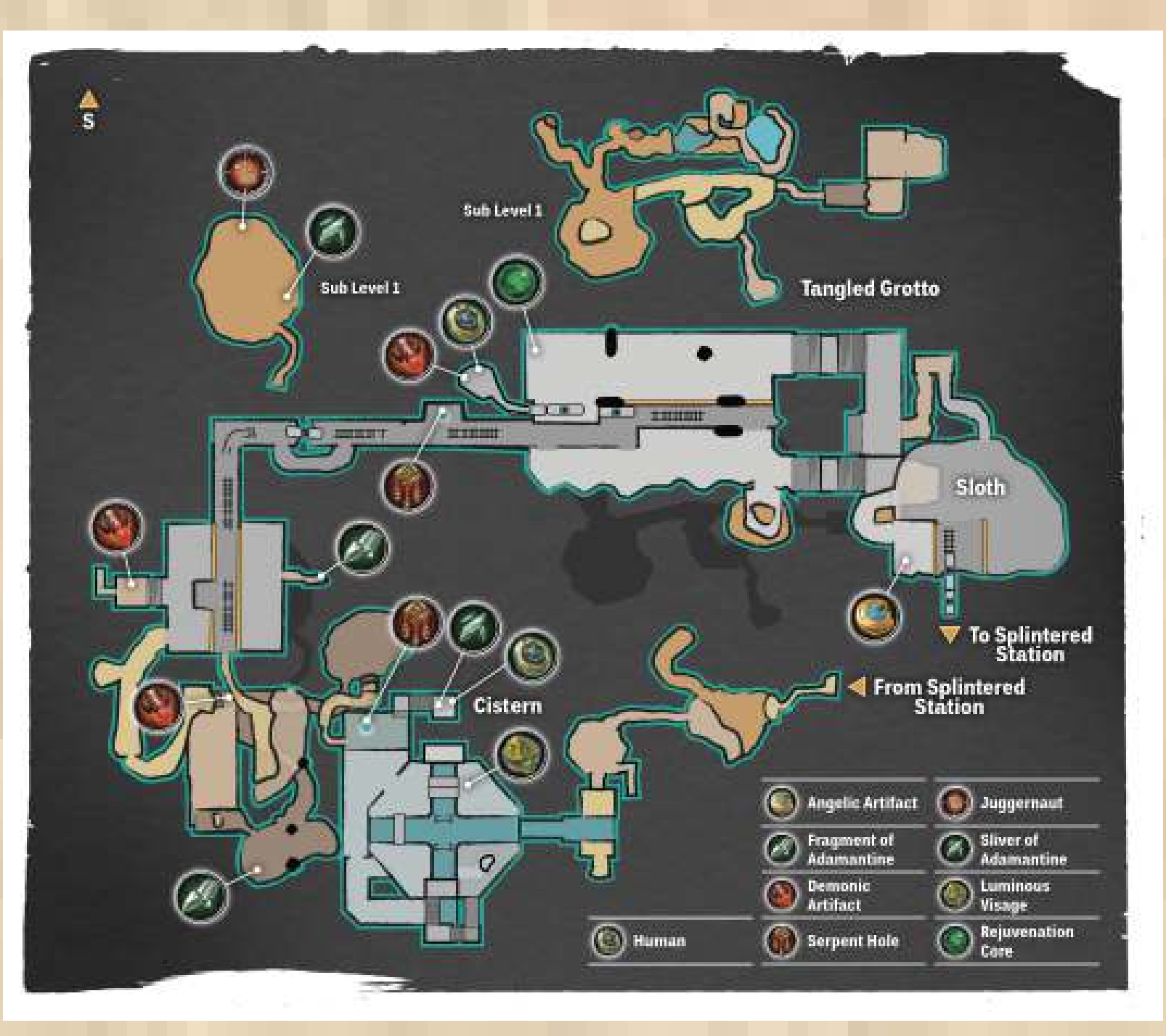
Feed the Bomb Bug the purple bait and then throw it at the glowing rocks.

Drop into the aqueducts and eliminate the Sloth Bugs on the near side of the flooded channel before venturing toward the Black Minion on the far side. Follow the water downstream toward the Cistern.



Sloth

Nether: Cistern and Tangled Grotto



OPEN THE FLOODGATES

The area below is a flooded cross-shaped trench with four platforms, one in each corner. Glide down to the platform in the far left-hand corner and eliminate the Mimic that emerges from a cocoon. Sweep the room clean of creatures by going platform to platform in a clockwise direction and using the Storm Currents to reach the platform to the right of the waterfall. Return to the bridge opposite the waterfall. It's time to find a way out.

SWIM FOR SAFETY

Fury is a skilled swimmer and can stay underwater indefinitely without needing to come up for air. Press the Jump button to dive and the Action button to surface. The Dodge button makes her dash in the direction she's facing. Fury can also consume items while underwater, making this a perfect way to escape a tough fight and recoup.

Dive into the water and swim toward the waterfall and through the pipe on the left to find a hidden **Luminous Visage**. Swim away from the waterfall and into the pipe on the left. Follow the underwater passage through the tunnel and up through the hole to a storage room. Move beneath the scaffolding in the corner and Flame Jump to the room above to find an **Angelic Artifact**.

Ascend the staircase to the platform high above the Cistern and perform a triple whip swing to reach the far side. Flip the lever on the left to open the floodgates across the room. Glide off the ledge toward the gates and swim through to the room on the right. Circle around behind the gate (you can finally get the pickup opposite the waterfall) to the room with the Serpent Hole. Take a moment to throw the lever near the gate, which will make return trips easier.

Whip swing across the Cistern and throw the lever to open the floodgates.

Return to Ulthane after rescuing five Humans to gain the Rider's Mercy, which yields increased Lurchers.

Ascend the stairs next to Vulgrim to rescue a **Human**, then crawl through the tunnel to the left of the Serpent Hole. Drop into the cave, eliminate the enemies, and crawl through the blue-lit tunnel behind the cocoons.

JOURNEY INTO DARKNESS

Take a moment to look upon the sunken city in the distance then crawl through the hole in the egg-lined wall. Drop into the nest of the Harvestor, but don't panic. For as large as she is, she's quite straightforward to defeat. Be patient, dodge her attacks, and hit her with standard Arcane Counters. Though the Chains of Scorn are useful for striking quickly—and a Volcanic Charge will ignite her—the Harvestor is quite susceptible to the Triple Tempests.

Watch for her five-hit combination attack and strike hard when her front four legs are stuck in the ground. Grab the **Demonic Artifact** from the floor near the subway car and climb out of the pit.

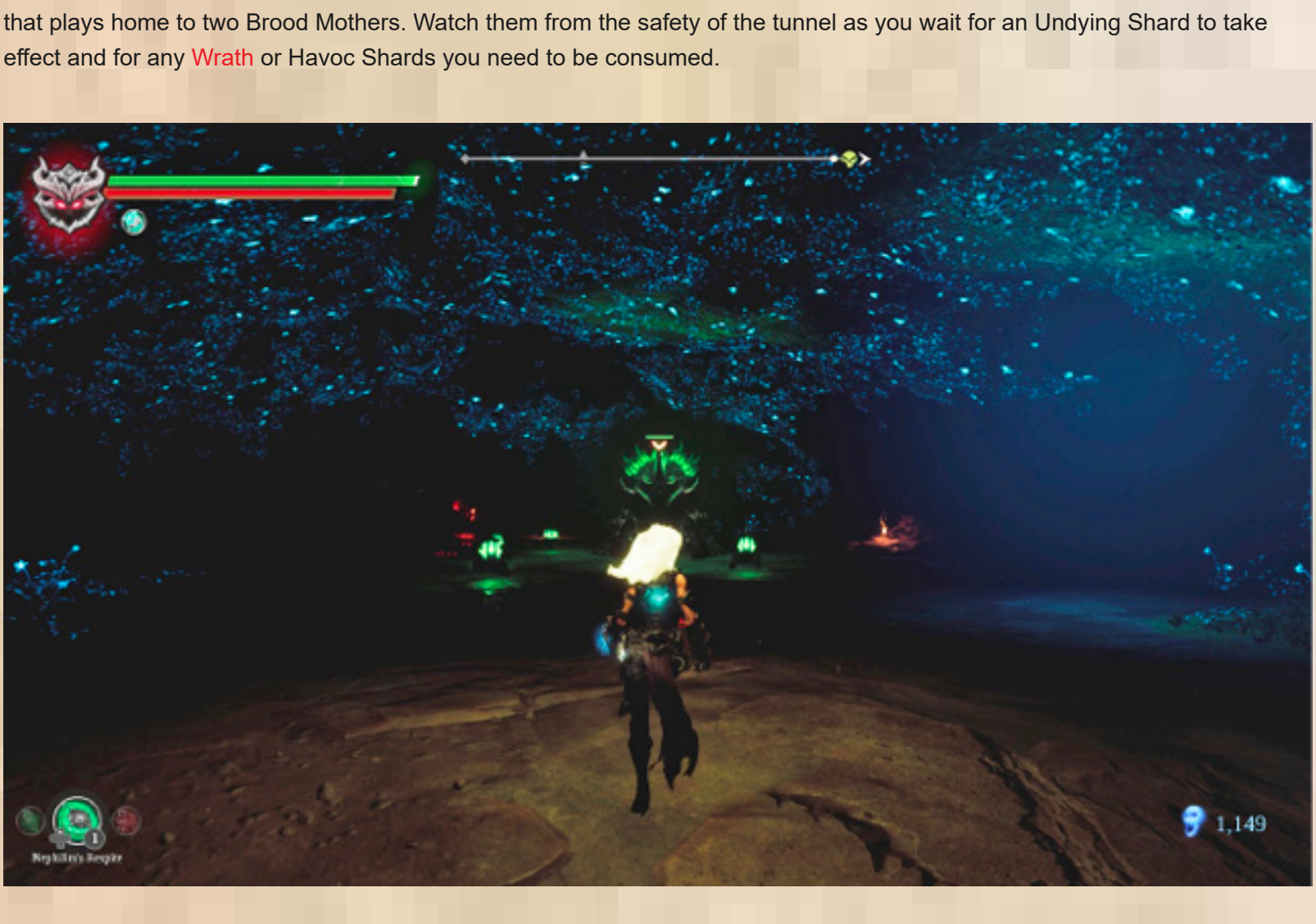
The Harvestor may be big, but Fury can squash her all the same.

The subway tunnels up ahead are pitch black and crawling with Sloth Bugs, among other threats. Despite the darkness, the elemental effects of the Hollows on Fury's hair provide just enough light to navigate. Almost.

Advance slowly and stick to the subway platform for the time being as you make your way into the tunnel. Fend off the first attackers and ascend the steps on the left to find a **Demonic Artifact**. Eliminate the enemies along the platform and on the tracks and approach the train car near where you first entered.

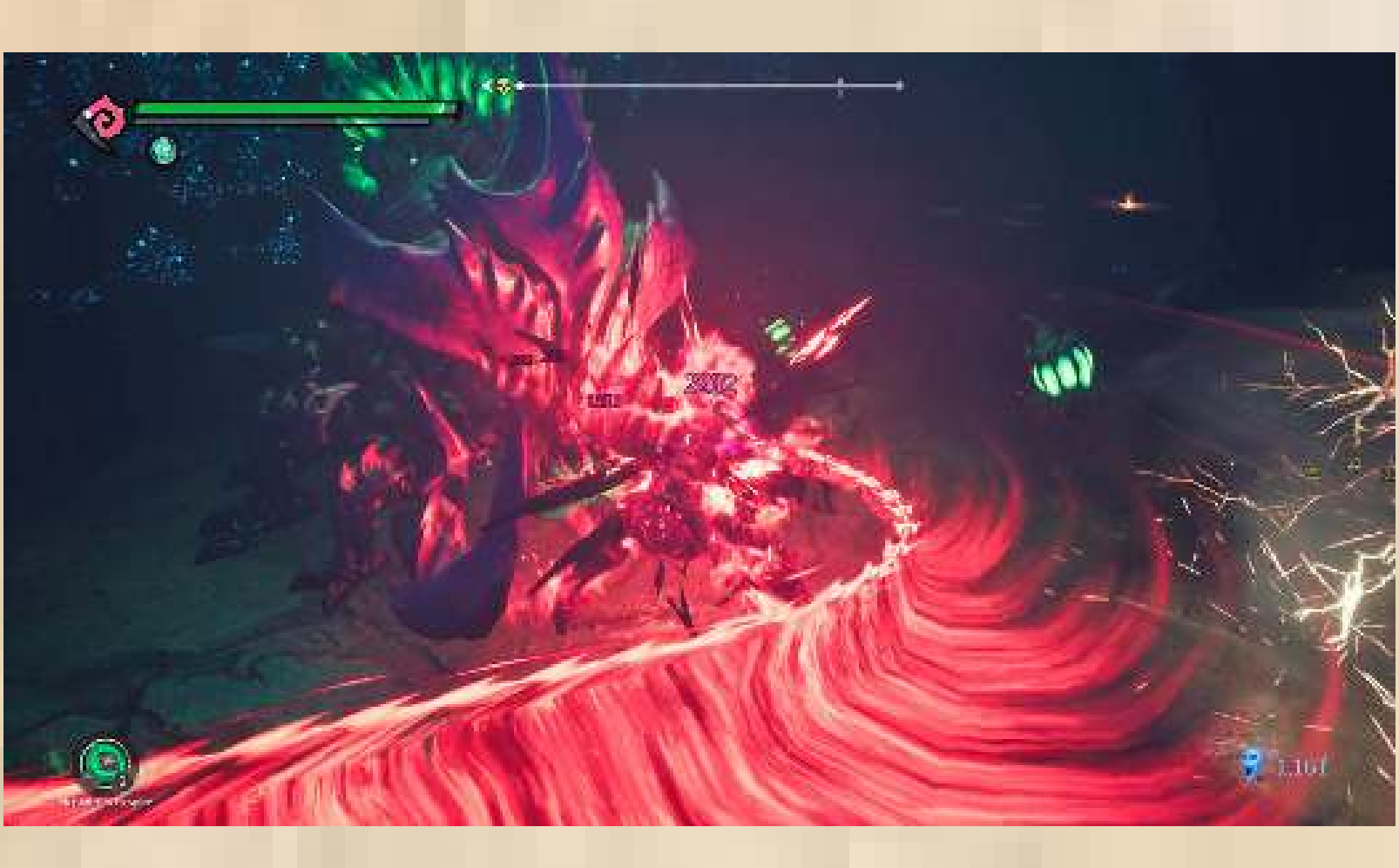
Your entrance to the phosphorescent cave containing the Juggernaut enhancement lies beneath the train car.

The tunnel beneath the train leads to a cave lined with phosphorescent plants. This is an optional detour—and a deadly one at that—but well worth the risk. Drop off the ledge, kill the Mimic, and crawl through the tunnel to enter a shimmering cave that plays home to two Brood Mothers. Watch them from the safety of the tunnel as you wait for an Undying Shard to take effect and for any Wrath or Havoc Shards you need to be consumed.



Don't enter this cave until you're in top health and have an Undying Shard active.

Brood Mothers can charge at a pretty high speed, so don't expect to mill around the periphery or to be able to sneak up on them. Instead, bait them toward a wall and activate Havoc Form once they bunch together. Skirt around them and attack with abandon. Aim your attacks at one of them so that once Havoc Form wears off, you have only one enemy left to contend with. Collect the **Juggernaut enhancement** from the back of the cave and return the way you came.



Lure them into the corner, then use Havoc Form to whittle them down.

Follow the tracks to the egg-lined tunnel on the right. This leads not only back into the light, but also to the next Serpent Hole. Pay Vulgrim a visit after shattering the many Lurcher Crystals you've found. Sloth isn't much farther, making this the perfect time to level up. If possible, aim to level Fury up to level 21 or higher. Those who explored Haven earlier may well reach level 24 depending on prior purchases of Vulgrim's Wares.

DEFEAT SLOTH

Follow the tracks west to the large subway station and take a few minutes to clear it of enemies as you harvest enough Health Lurchers to replenish your maximum capacity of Nephilim's Respite before the upcoming boss battle. Sweep the area in a counterclockwise direction to not miss any of the pickups. This area contains numerous Lurcher Crystals as well as a **Rejuvenation Core** opposite the stairs leading out. The Rejuvenation Core increases the amount of Health restored by a Nephilim's Respite by +75.

The stairs on the right lead to several purple barriers. You'll need the Force Hollow to break through them later.

Loop around to the left to spot the tilted subway trains. Run east along the top of the train and crawl through the narrow tunnel to find a **Human** and a **Demonic Artifact**. Pay a final visit to Vulgrim (and Ulthane if you have the necessary materials for another upgrade) before moving on. Ascend the two sets of wide stairs, following the signs toward the street as you snake your way through the disgusting halls toward Sloth.

Crawl through the tunnel atop the train car to find another Human.

➤ THROW SOME SHADE

Be sure to equip the Shade enhancement to one of your weapons, preferably the Lance of Scorn. The additional damage dealt by the Storm Hollow's Wrath Attack will come in handy, as will the Arcane Damage Reduction the enhancement offers.

Sloth

Toxic Bomb: Sloth's staff flashes green right before he aims a massive globule of toxicity at Fury's position. He can also drop a toxic bomb from the back end of the staff if Fury gets behind him.

Staff Swipe: Beware Sloth's staff when you move in to attack the Sloth Bugs carrying him round. Hit fast and dodge away before he swings his staff.

Overhead Staff Slam: Not content to allow Fury to kill his precious Sloth Bugs, he'll also rear back with his right arm and slam the staff down atop Fury, knocking her back with a toxic explosion. It can be very difficult to dodge.

Ground Pound: Once Sloth gets off his throne and enters the fray, he'll occasional flutter above the ground, then slam the floor with his massive girth. Get back to avoid the shockwave that spreads outward.

It should come as no surprise that Sloth isn't exactly the most nimble or aggressive combatant Fury will face. In fact, for the early goings, he's content to sit atop his stone throne, being ferried around on the backs of the Sloth Bugs he lords over, while others do his bidding.

Fury can't hurt Sloth directly during this initial phase of the battle. Instead, she must chip away at the number of Sloth Bugs beneath him until there are too few to support his heft. Additional Sloth Bugs emerge from the ground throughout the fight, but this merely gives Fury an additional source of Health Lurchers to replenish spent Nephilim's Respite. Nevertheless, a Fortification Shard comes in handy.

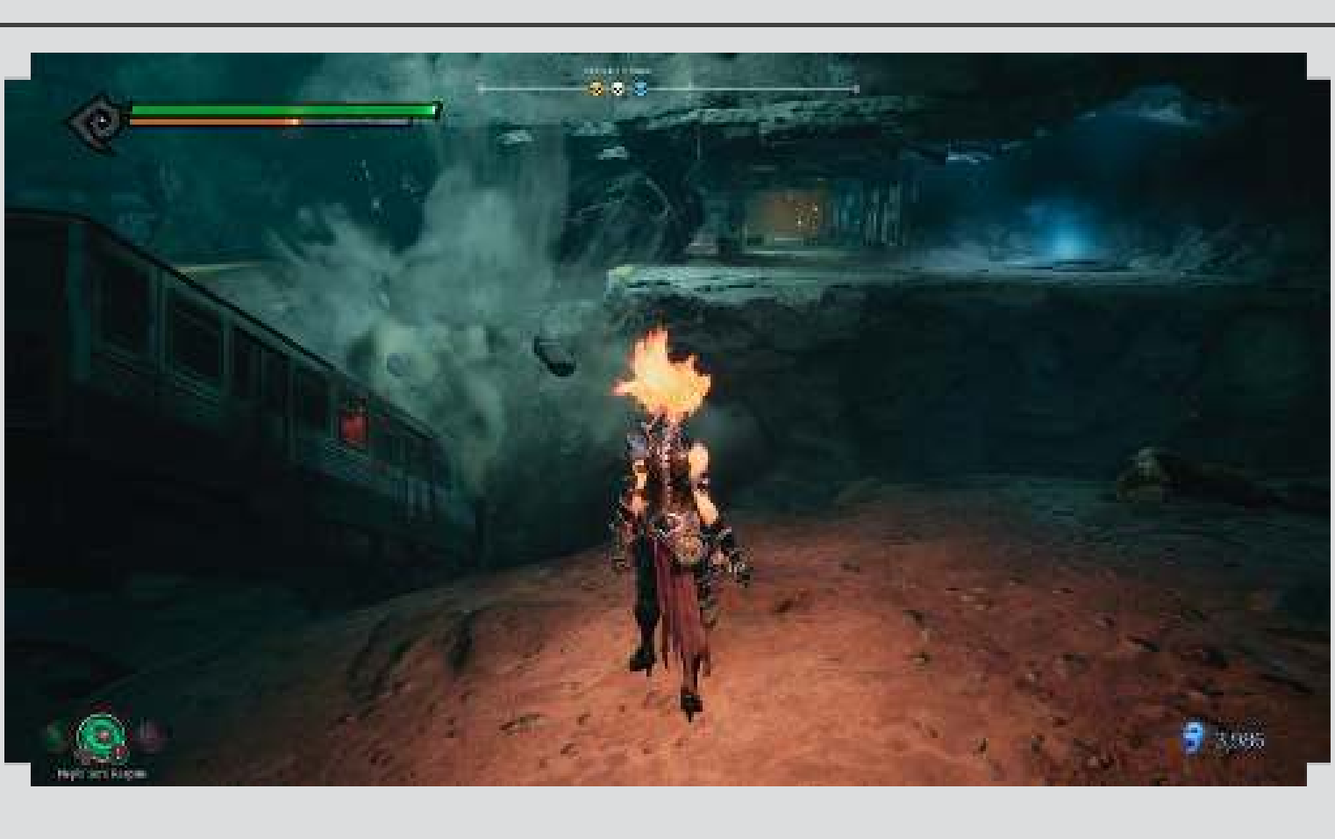
Circle-strafe around Sloth until he uses his staff to lob a toxic bomb at Fury. Dodge out of the way, then move in close and attack his supporting minions. Attack fast with the Flame Hollow active, then back away before Sloth swings his staff. Dodging this attack isn't difficult, but you can't Arcane Counter the Sloth Bugs after the hit, so use basic attacks. Keep up the pressure until Sloth is forced into the fight.

Out of his throne for the first time in years, Sloth will move slowly around the battlefield, occasionally taking flight. Activate a Thorn Shard to gain an instant defense from the Sloth Bugs that aim to defend Sloth, allowing you to focus on the boss.

Sloth attacks primarily by continuing to lob toxic projectiles and by swinging his staff whenever Fury gets too close. His overhand staff attack is particularly damaging, so try to avoid approaching him head-on. Though a well-timed Flame Jump into a Raging Cyclone can be effective against Sloth when he takes flight, it's safer to back far away and avoid the impending shockwave of his ground pound.

Monitor your Health carefully, dodge far away to the other side of the arena when in need of a Nephilim's Respite, and don't hesitate to trigger Havoc Form if things get tough. A great way to inflict heavy damage, especially late in the battle when Sloth is at his most aggressive, is with the Triple Tempests. Fury's homing, electrified cyclones will charge across the arena toward Sloth and his cadre of minions. Stand back, consume a Wrath Shard, and unleash another whirlwind of weather as soon as the prior one dissipates.

AFTER THE BATTLE



Collect the **Luminous Visage** and exit via the blue-lit tunnel across from where you entered. Grab the **Angelic Artifact** near the cliff, then ignite the cobwebs near the subway train to cause a derailment. This effectively creates a bridge across the chasm to the Splintered Subway Serpent Hole on the other side.

DARKSIDERS III

Lust

Path to Lust

The death of Sloth brought Fury closer to her goal but failed to sufficiently impress the Lord of the Hollows. Her quest continues with only the Flame and Storm Hollows to aid her. And though several Deadly Sins remain, Fury cannot escape the nagging tug of vengeance. With Rampage's death fresh in mind, she heads to the Bonelands in search of answers—and Angel blood.

Fury's Path

Journey to the North End of Haven.

Scour the ruins of North End for Humans.

Find a way out of the cathedral.

Catch a ride on the local wildlife.

Access the warehouse at the Hulking Carcass.

Cross the collapsed roadway to the Angel base.

Outlast the Angelic Champion.

Eradicate the undead at Hangman's Tree.

Navigate the shipyard warehouses to reach the clifftop.

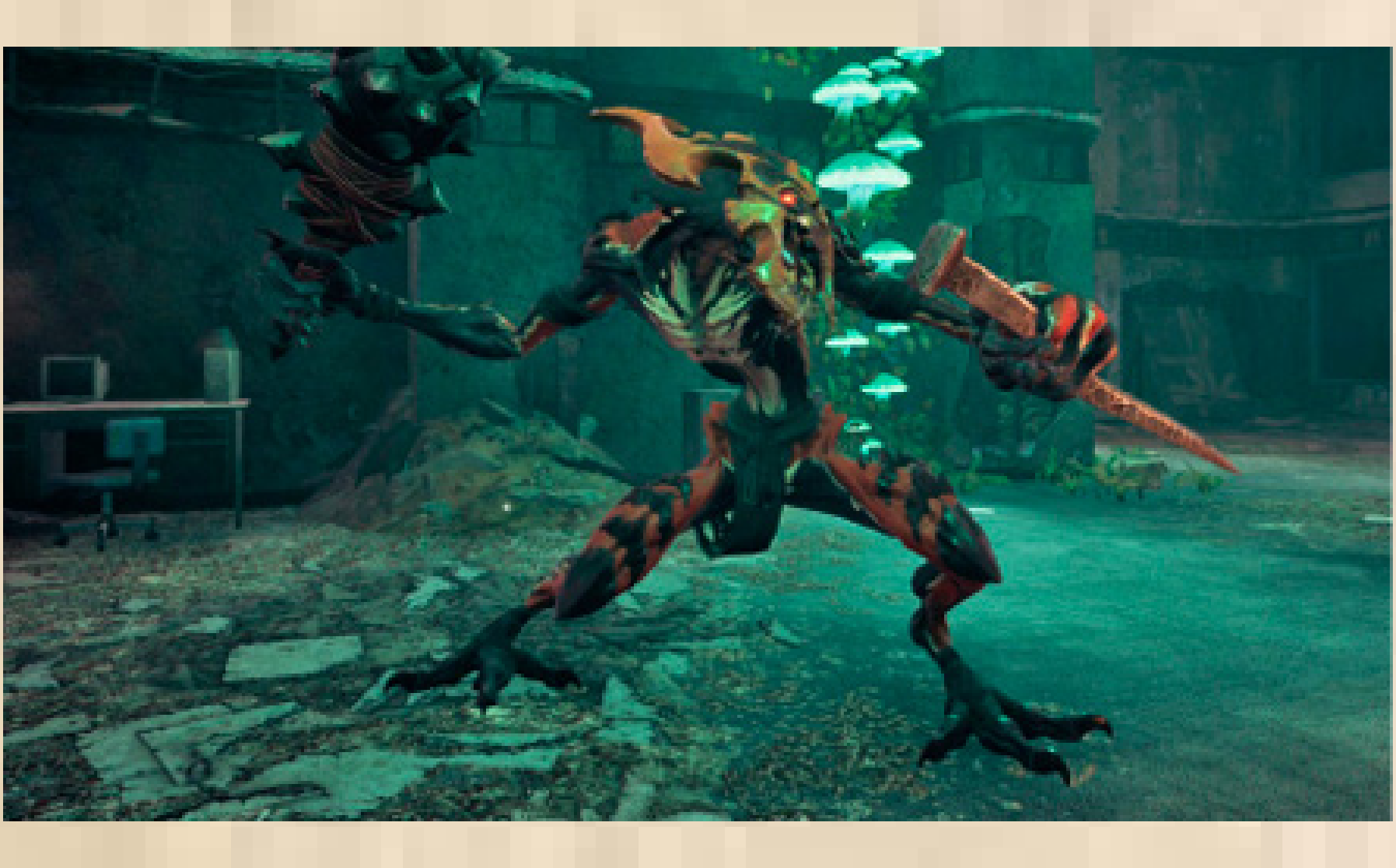
Take the freeway to the ship.

Survive the sea creature attack.

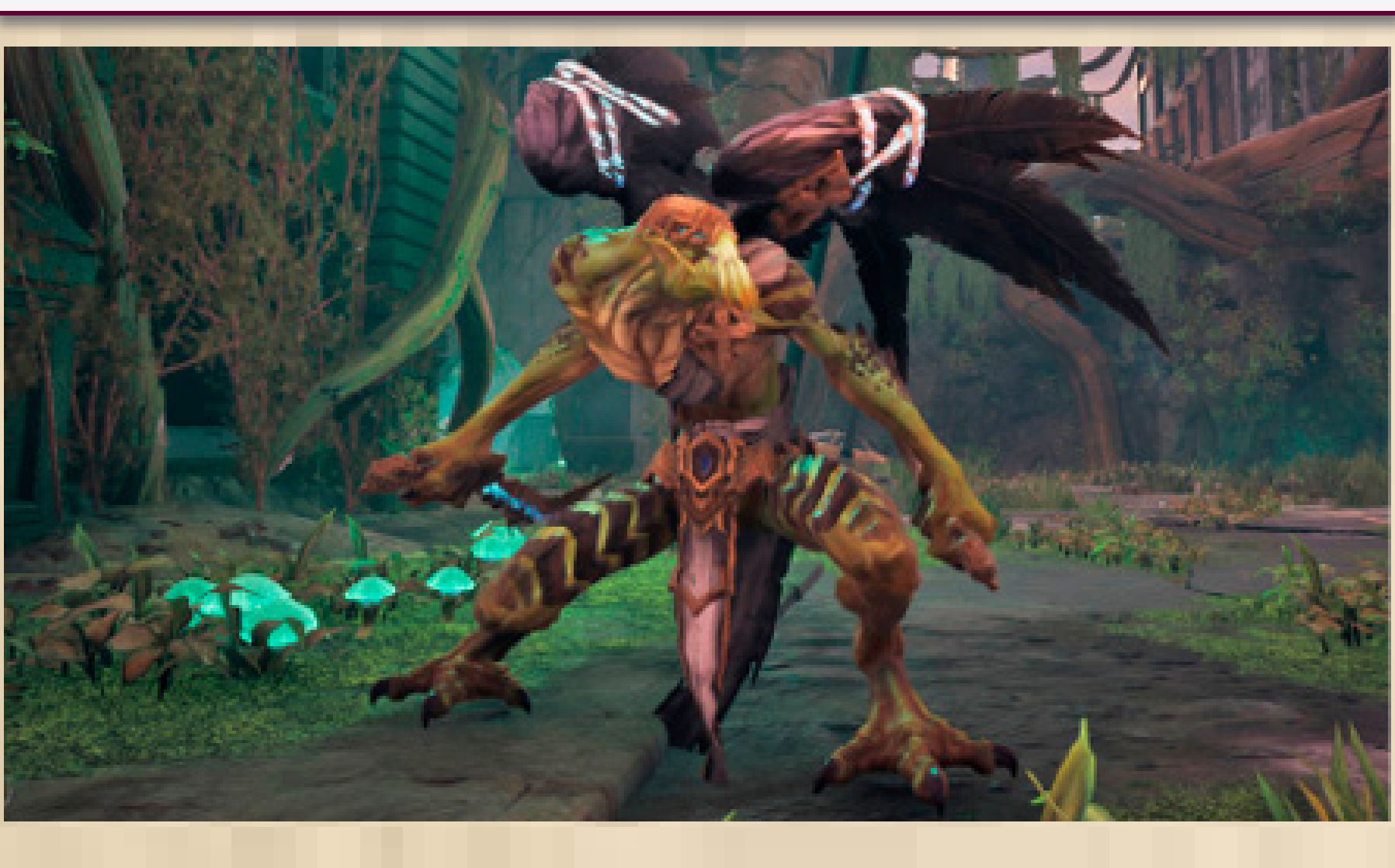
Defeat Lust.

Battle Prep

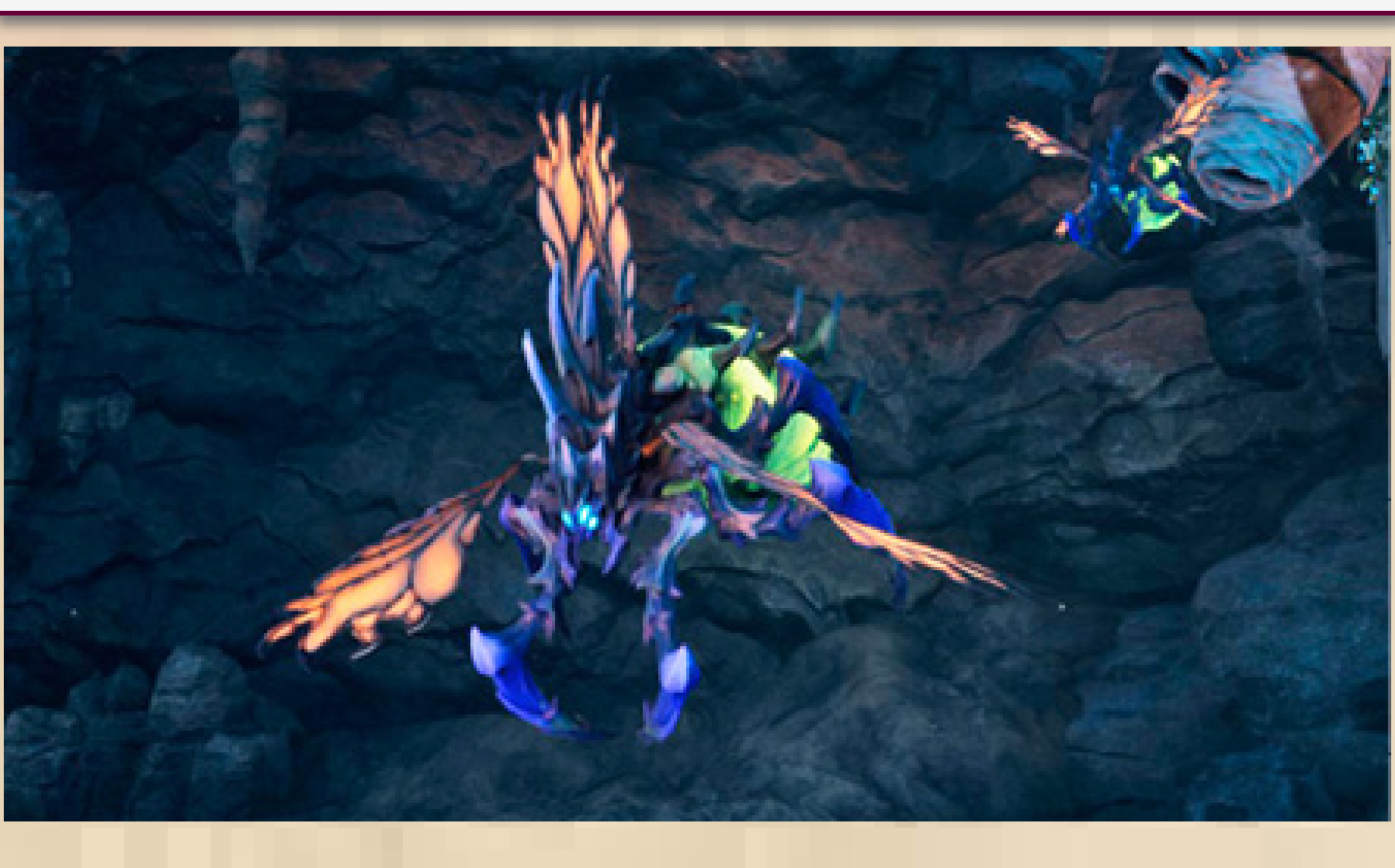
New Encounters



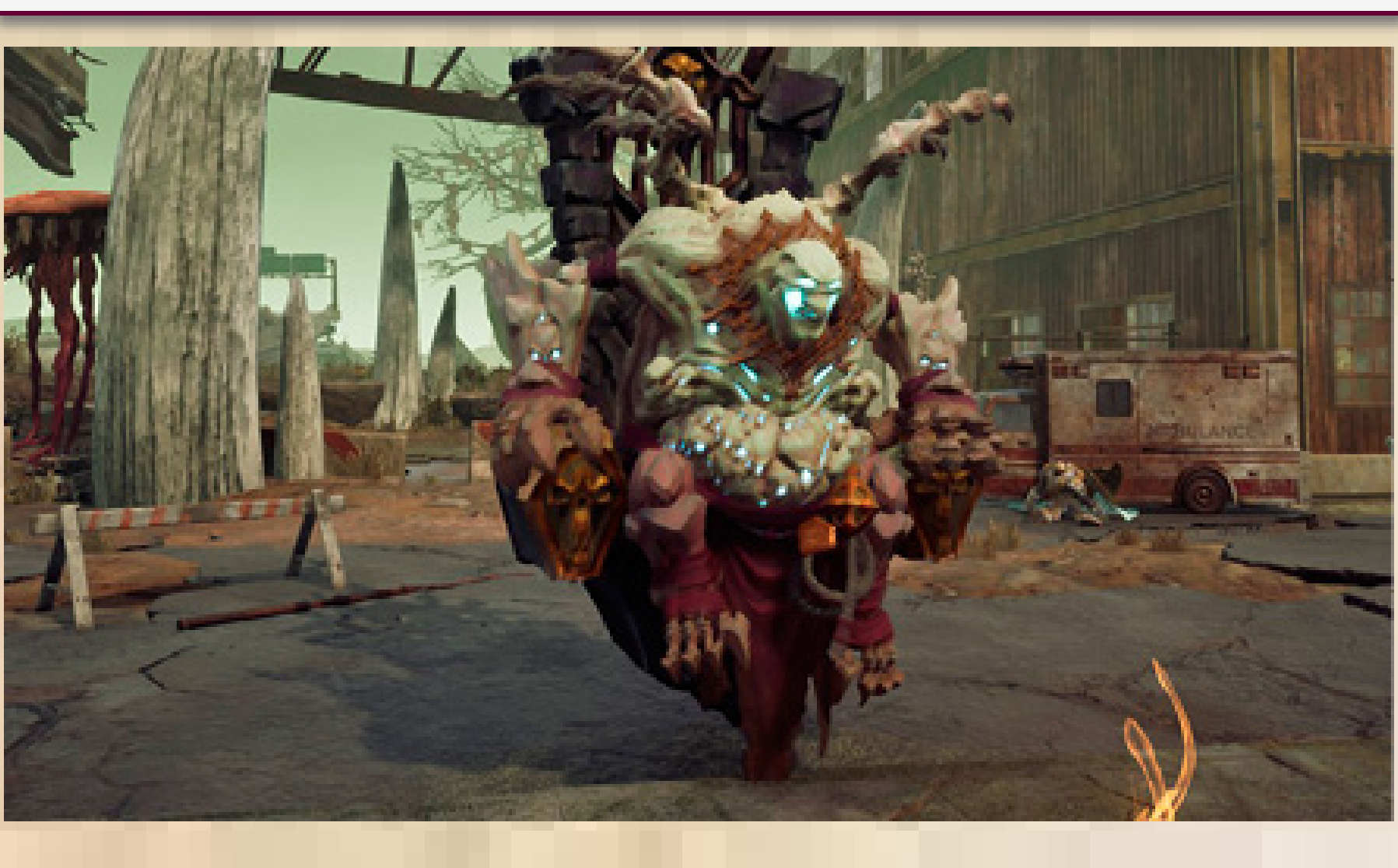
Name	Sycophant Captain
Class	Sycophant
Habitat	Haven
Threat Level	Moderate



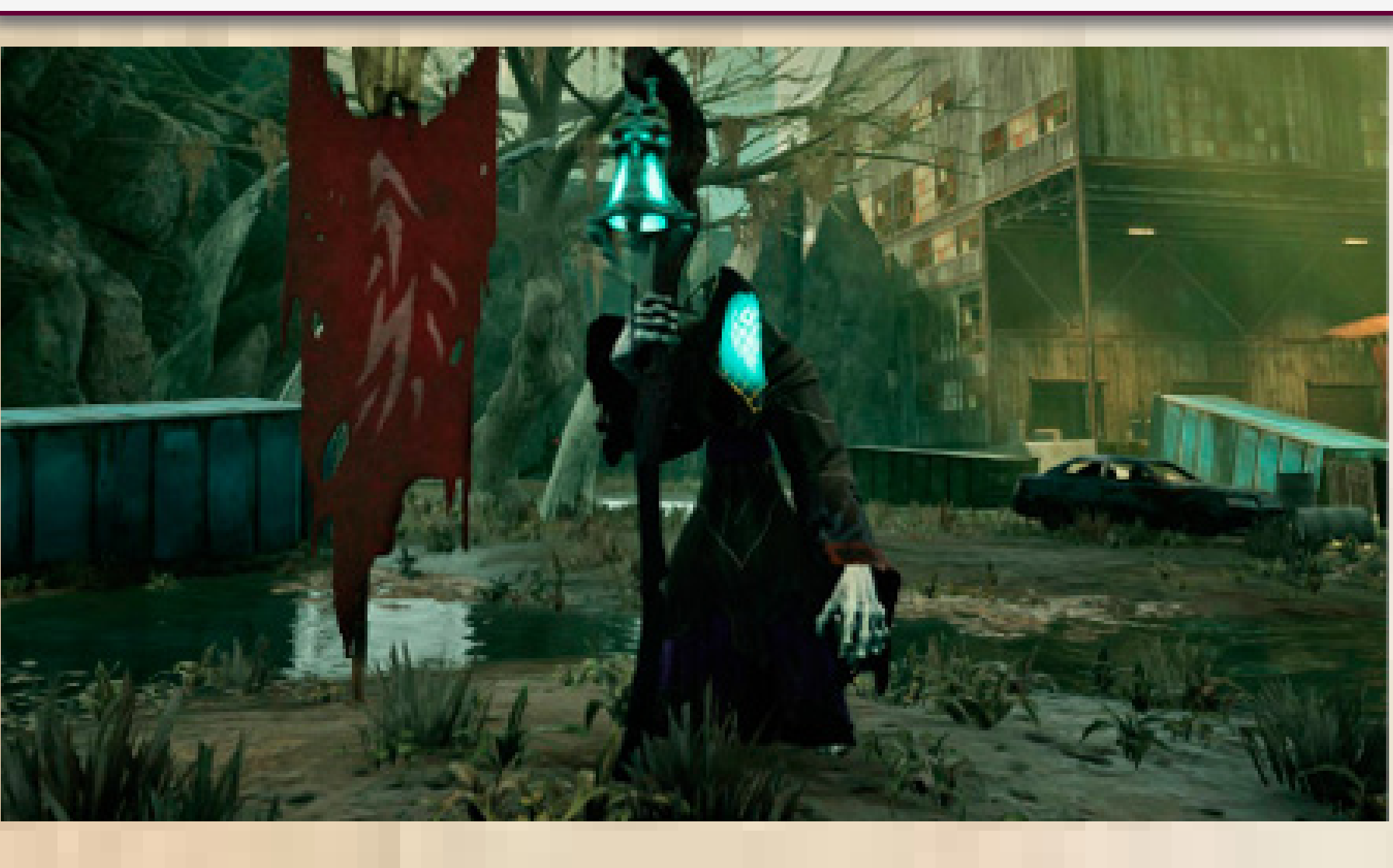
Name	Winged Sycophant
Class	Sycophant
Habitat	Haven
Threat Level	Moderate



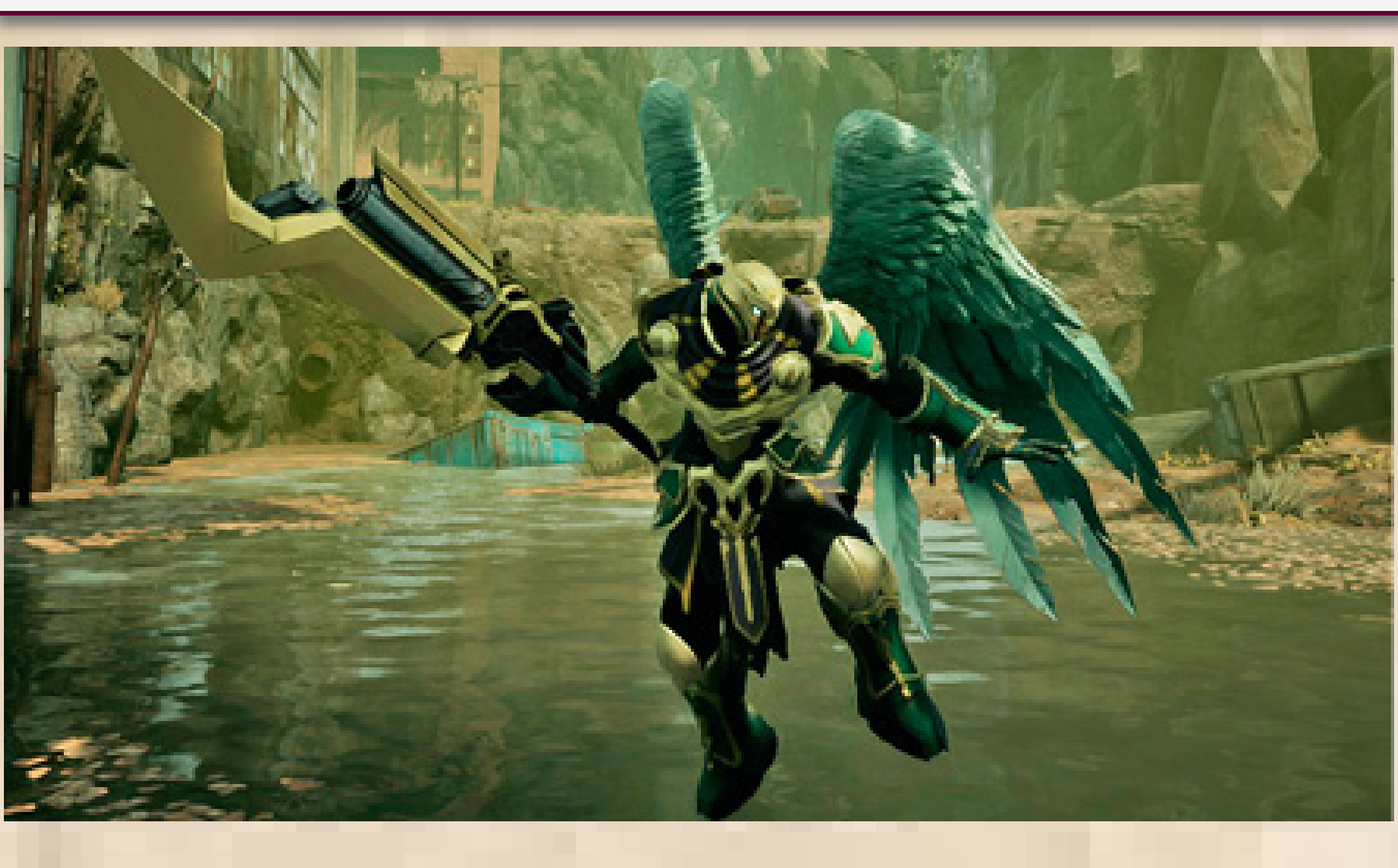
Name	Poison Mosquito
Class	Insect
Habitat	Bonelands
Threat Level	High



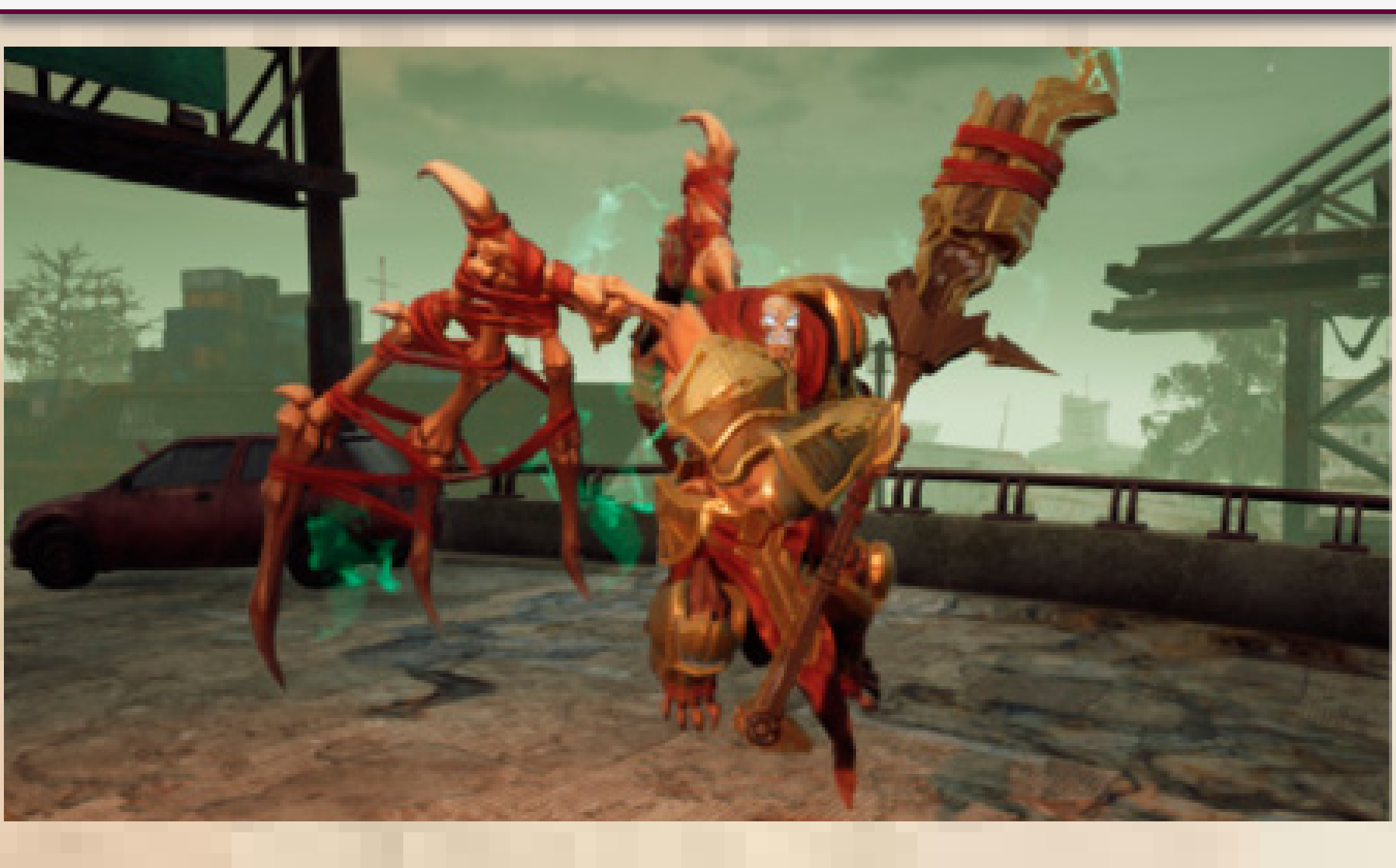
Name	Undead Scribe
Class	Undead
Habitat	Bonelands
Threat Level	High



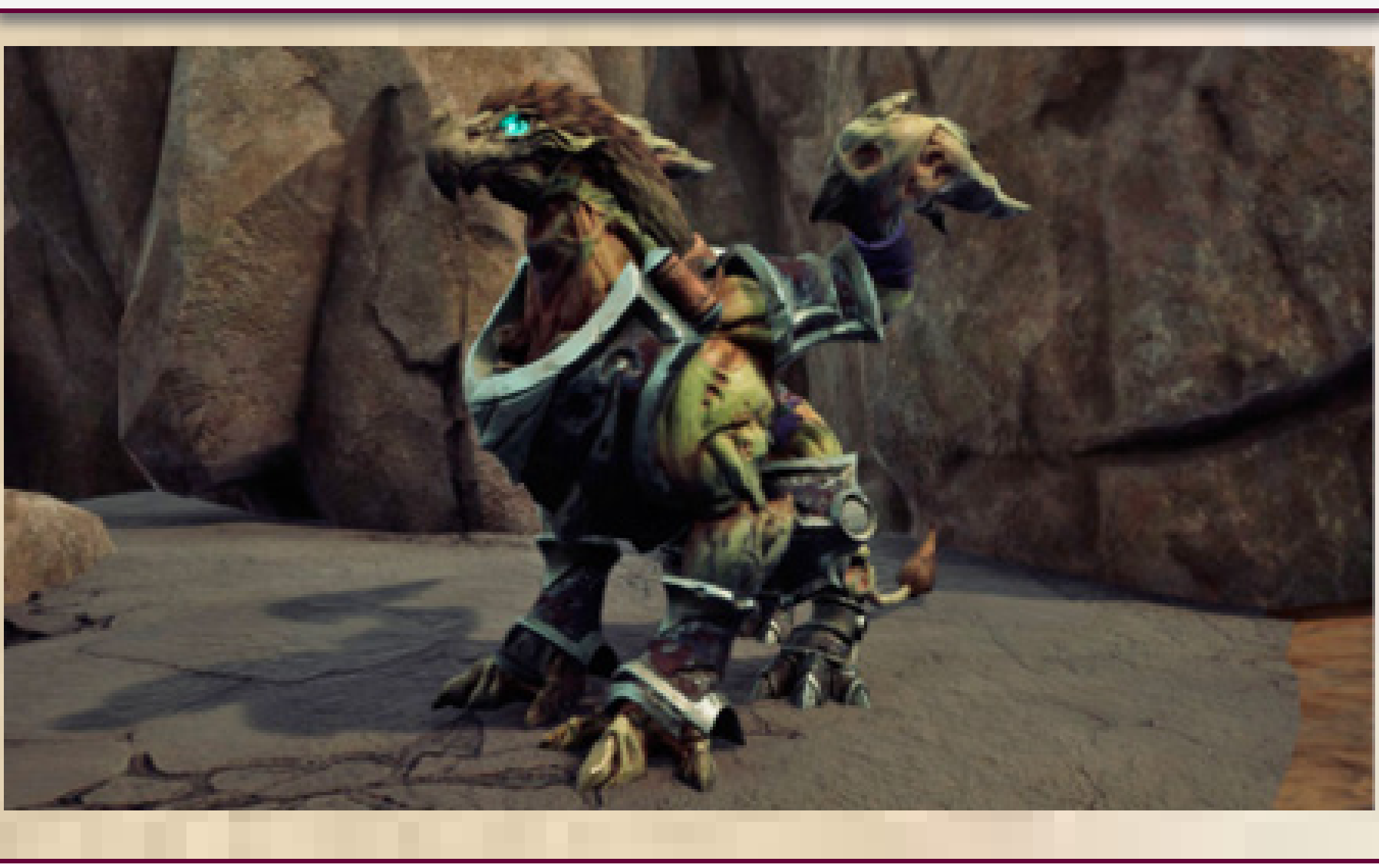
Name	Undead Penitent
Class	Undead
Habitat	Bonelands
Threat Level	Low



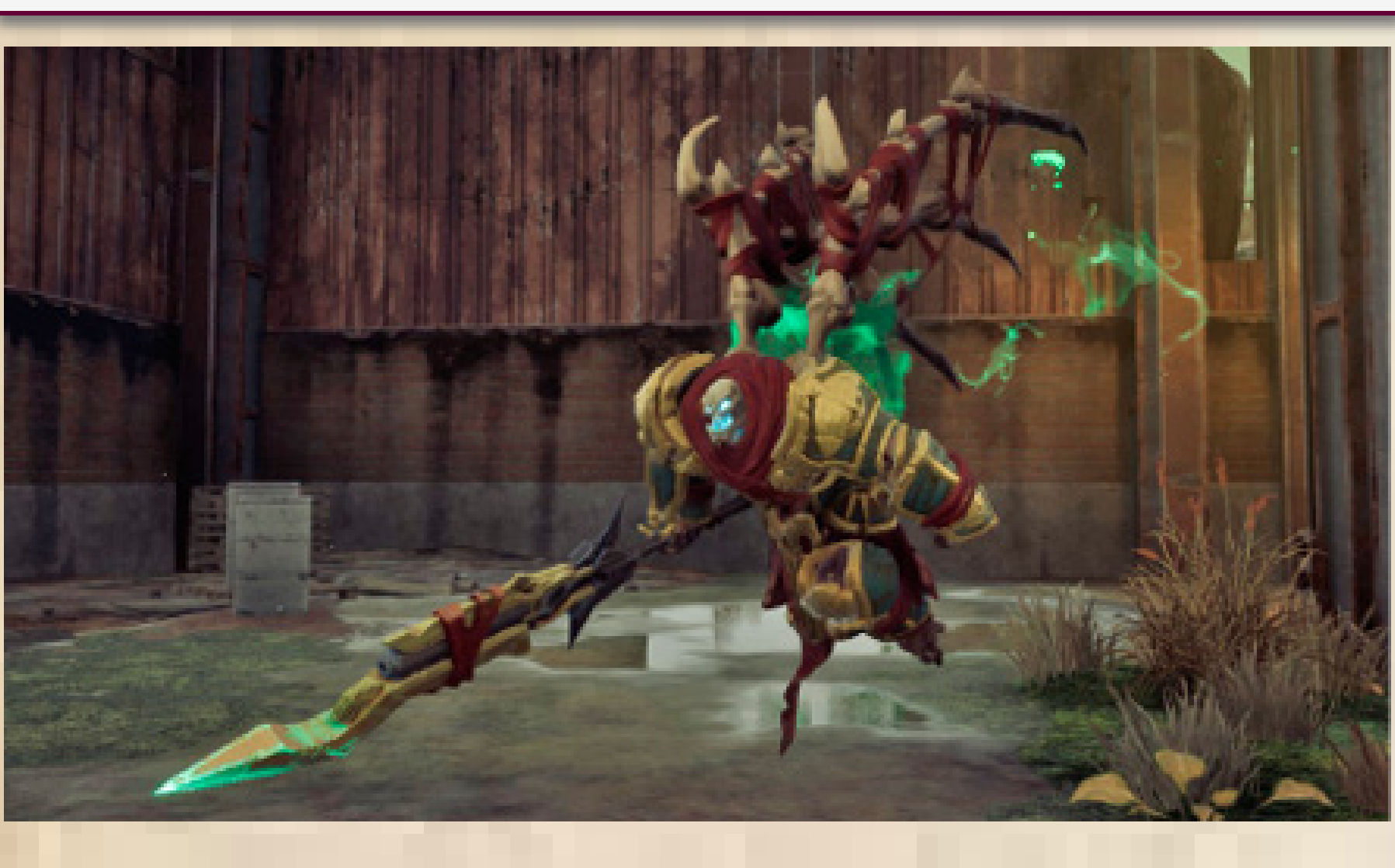
Name	Angel
Class	Angel
Habitat	Bonelands
Threat Level	Low



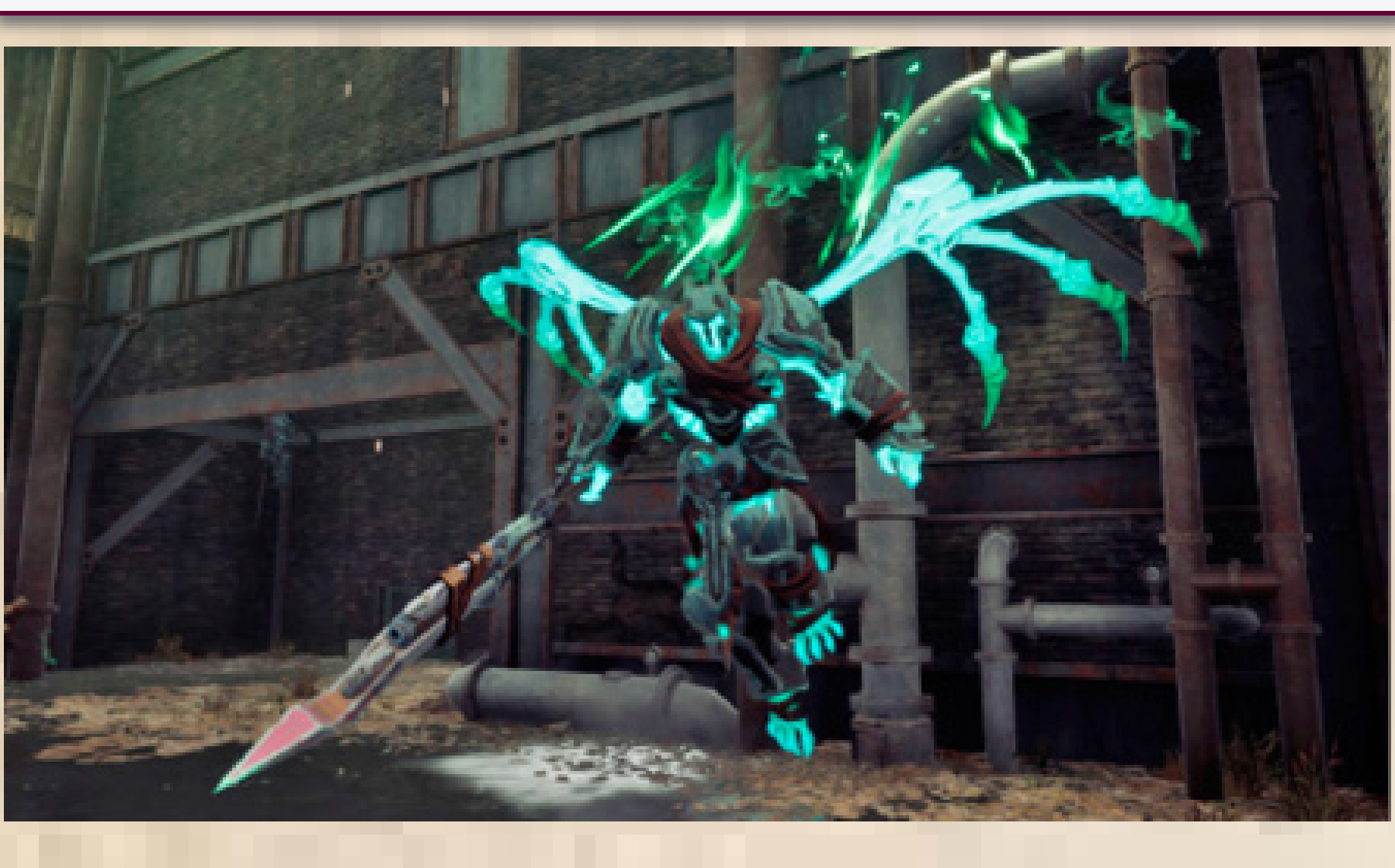
Name	Armored Undead Raider
Class	Undead
Habitat	Bonelands
Threat Level	Moderate



Name	Undead Beast
Class	Undead
Habitat	Bonelands
Threat Level	High



Name	Red Undead Angel Raider
Class	Undead
Habitat	Bonelands
Threat Level	Moderate

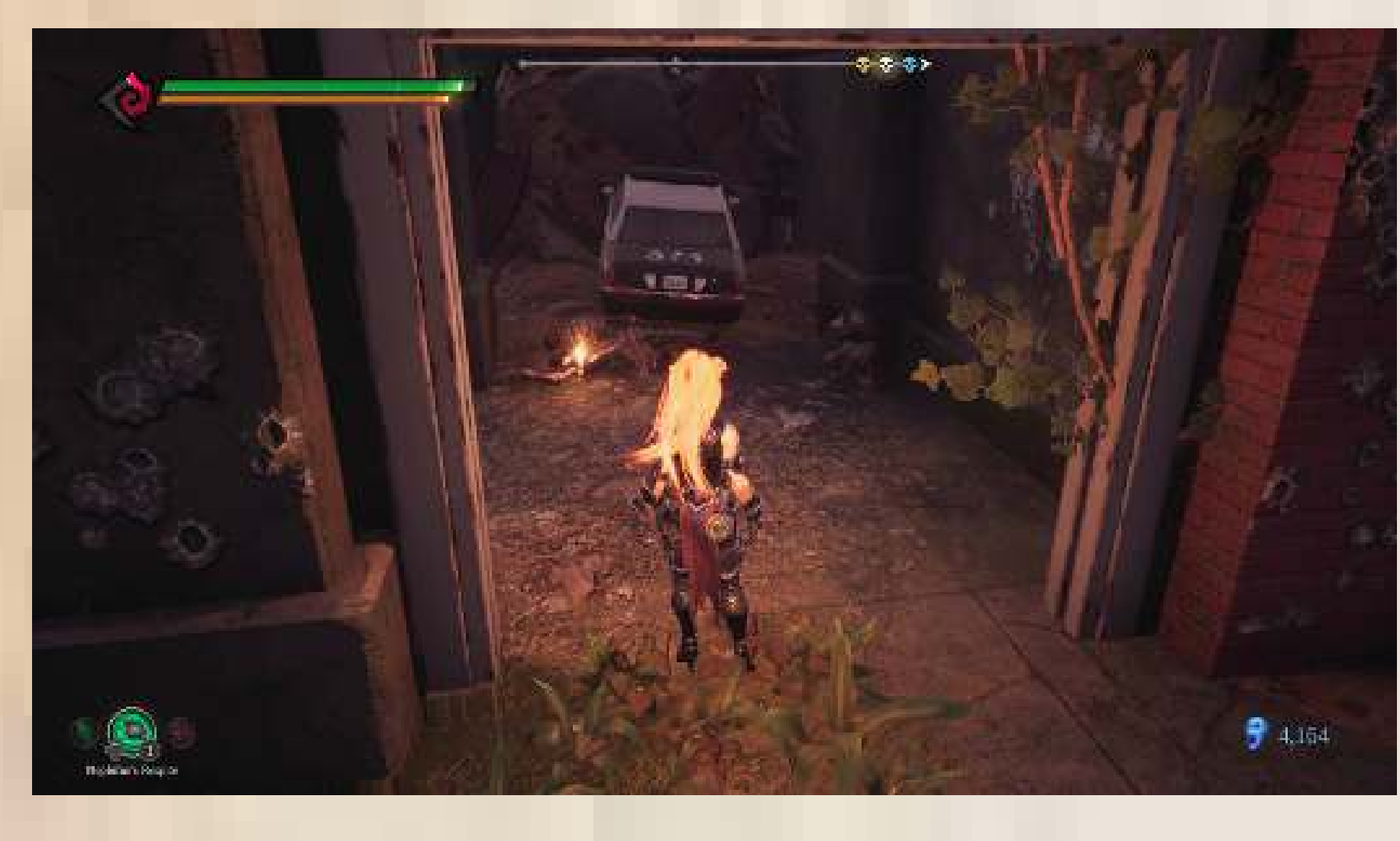


Name	Undead Angel Brute
Class	Undead
Habitat	Bonelands
Threat Level	High

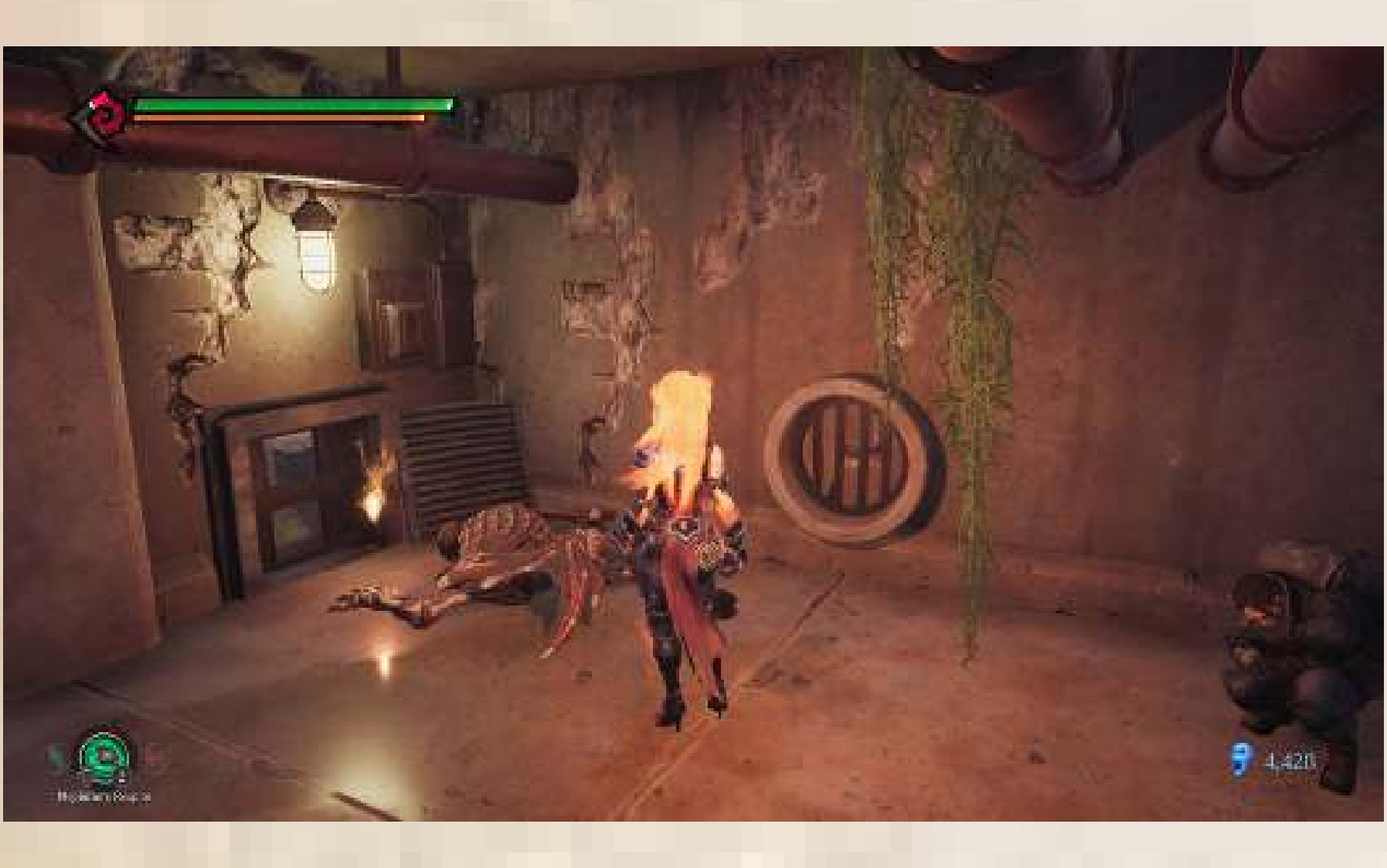
The bulk of the enemies encountered in the Bonelands are undead, resurrected abominations bearing little resemblance to their former Angelic nature. Many of them wield mighty broadswords, capable of emitting Arcane power and blocking both whip and spear. Keep the Flame Hollow active and use the Flicker attack to penetrate their defenses. Despite the threat larger enemies pose, the Bonelands are also home to a mighty creature every bit as harmless as it is ugly. The docile Mansk serves as a moving platform that will aid Fury in solving the numerous navigational puzzles in the shipyards.

As Fury gains additional weapon enhancements, the need for artifacts increases. Give careful thought to how you go about upgrading your enhancements, as it can be better to save those Demonic and Angelic Artifacts to maximize a single enhancement instead of partially upgrading several, especially if you have more enhancements than weapons to socket them in. The five Humans to be found in this section will give you enough to earn a helpful upgrade from Ulthane, so be sure to seek them out. Thorough players who don't squander their Souls on Vulgrim's wares should reach level 40 prior to confronting Lust.

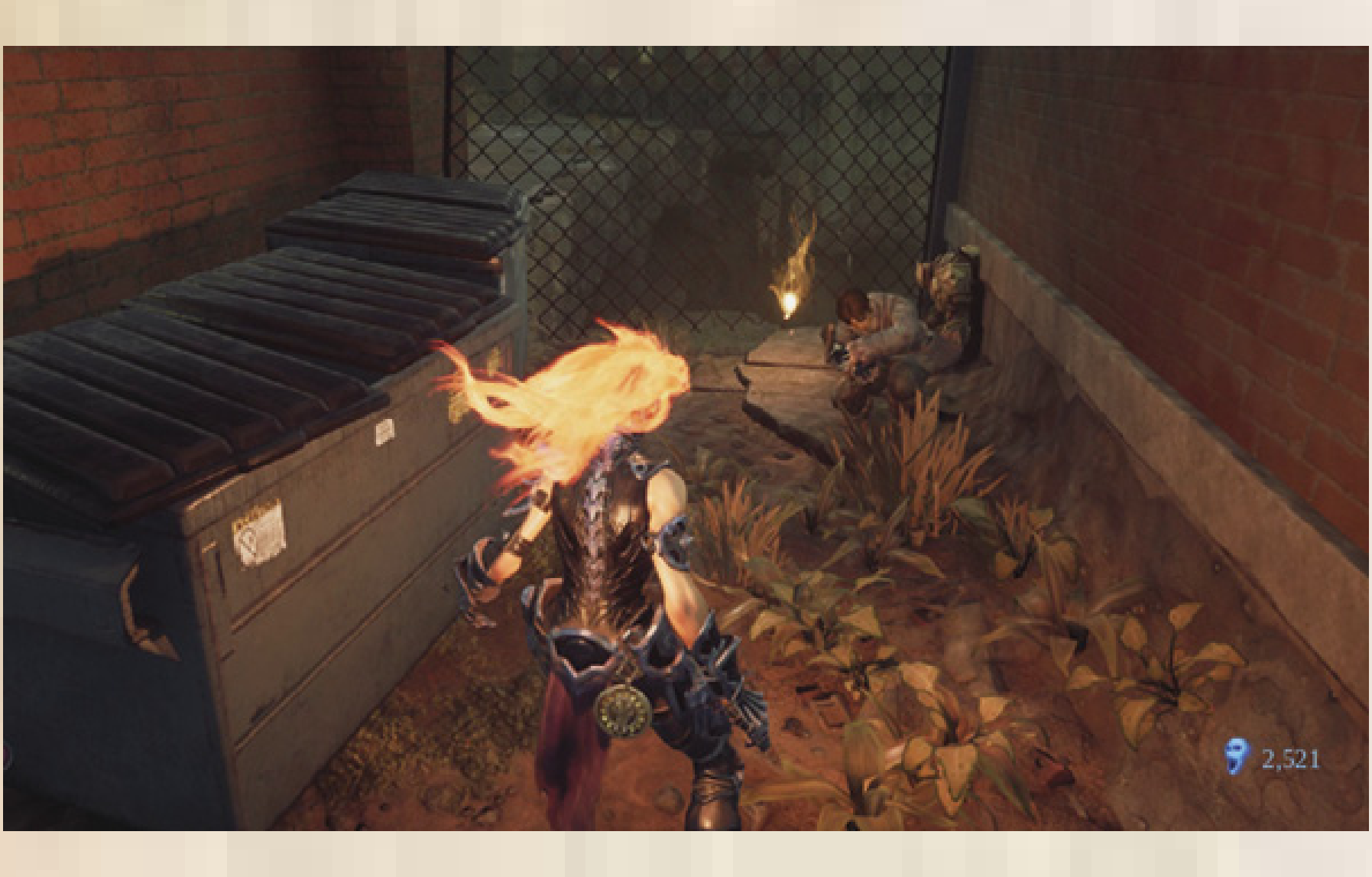
Save the Humans



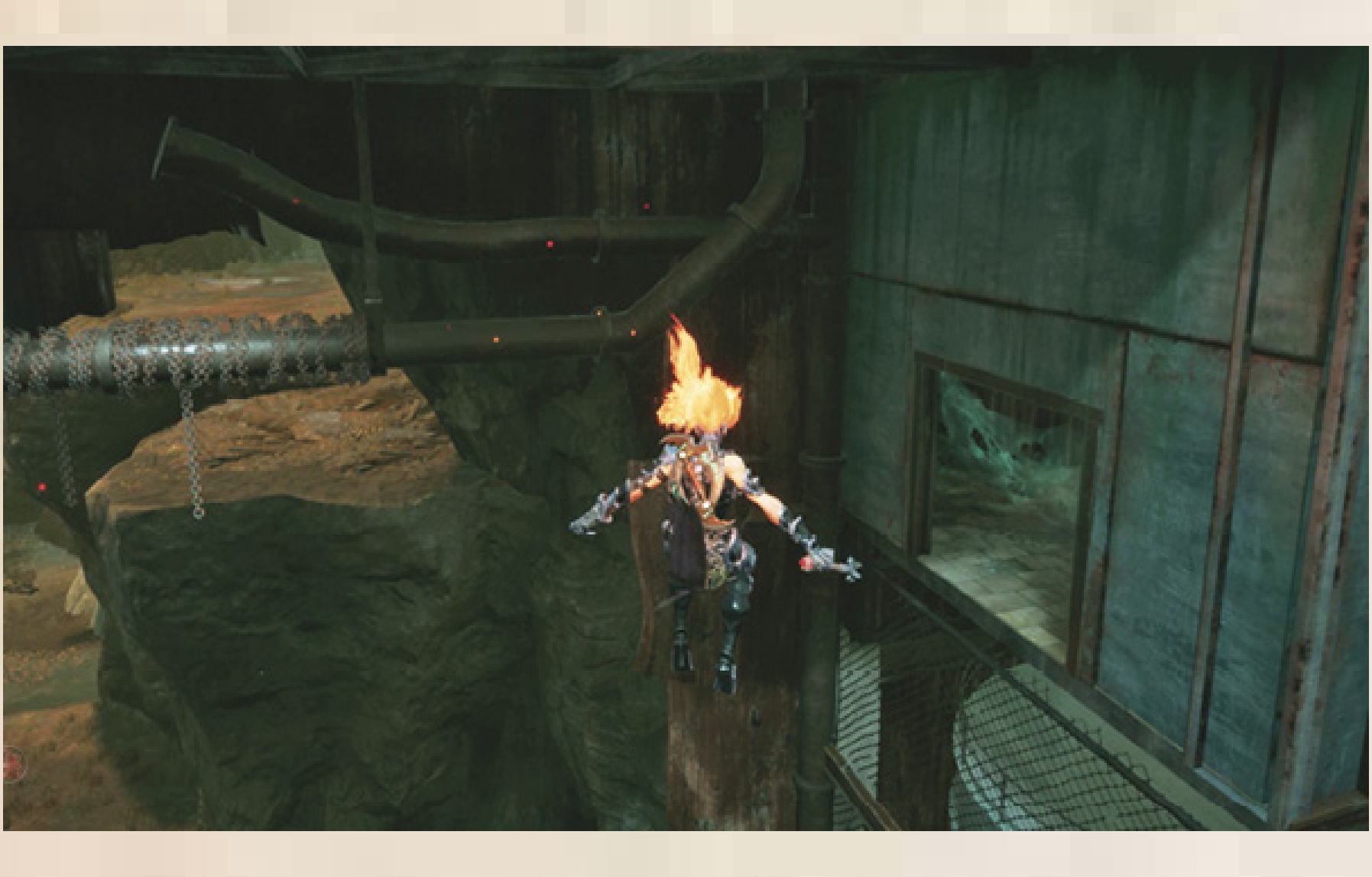
7. Use a Bomb Bug to blow up the purple rocks on the main street in North End, near the Sycophant cooking over a fire.



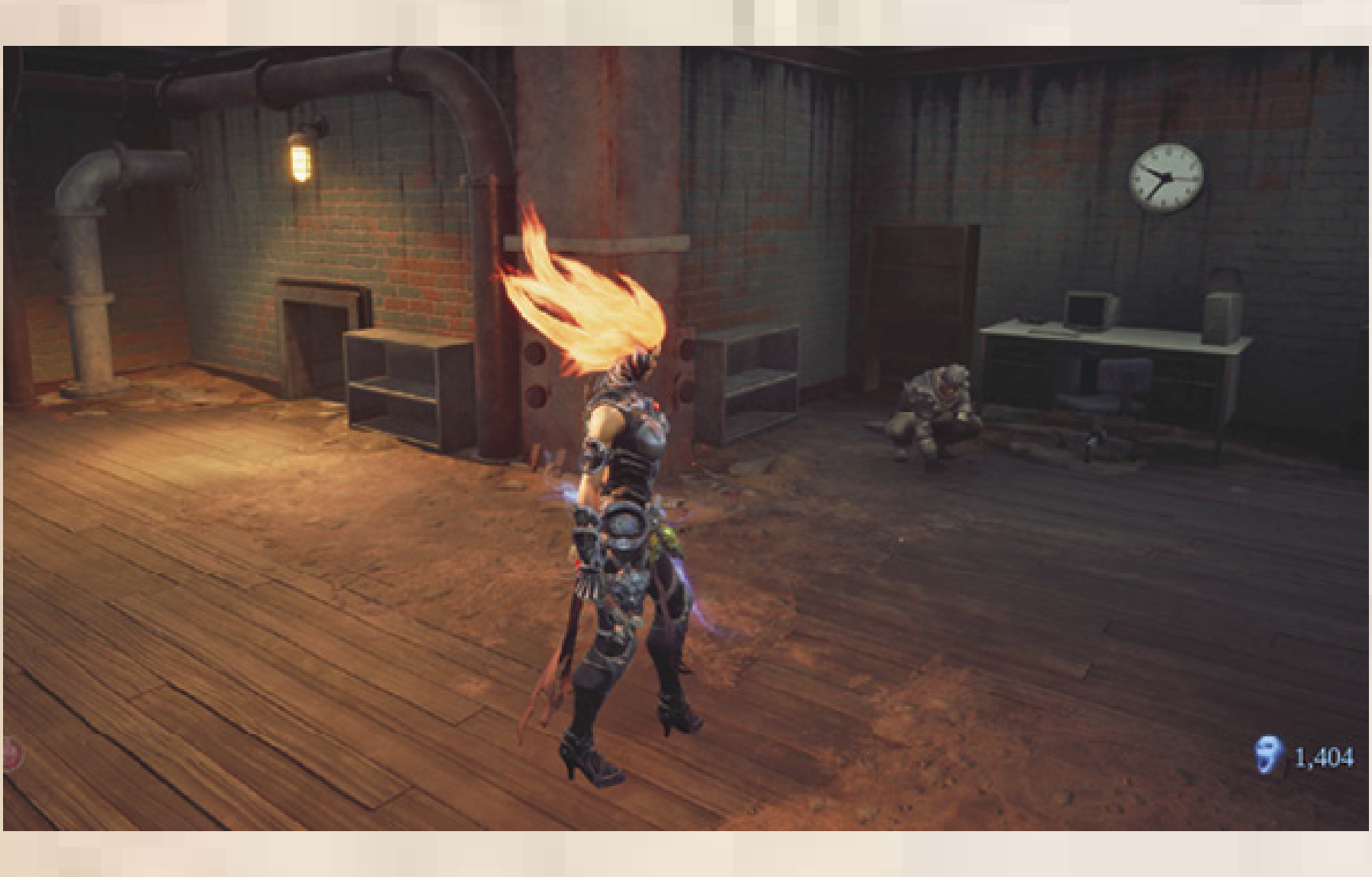
8. Crawl through the tunnel within the trench opposite the Serpent Hole in North End to find this Human.



9. Leap over the containers in the alley near the Bomb Bug at Festering Pool to reach this lady in distress.



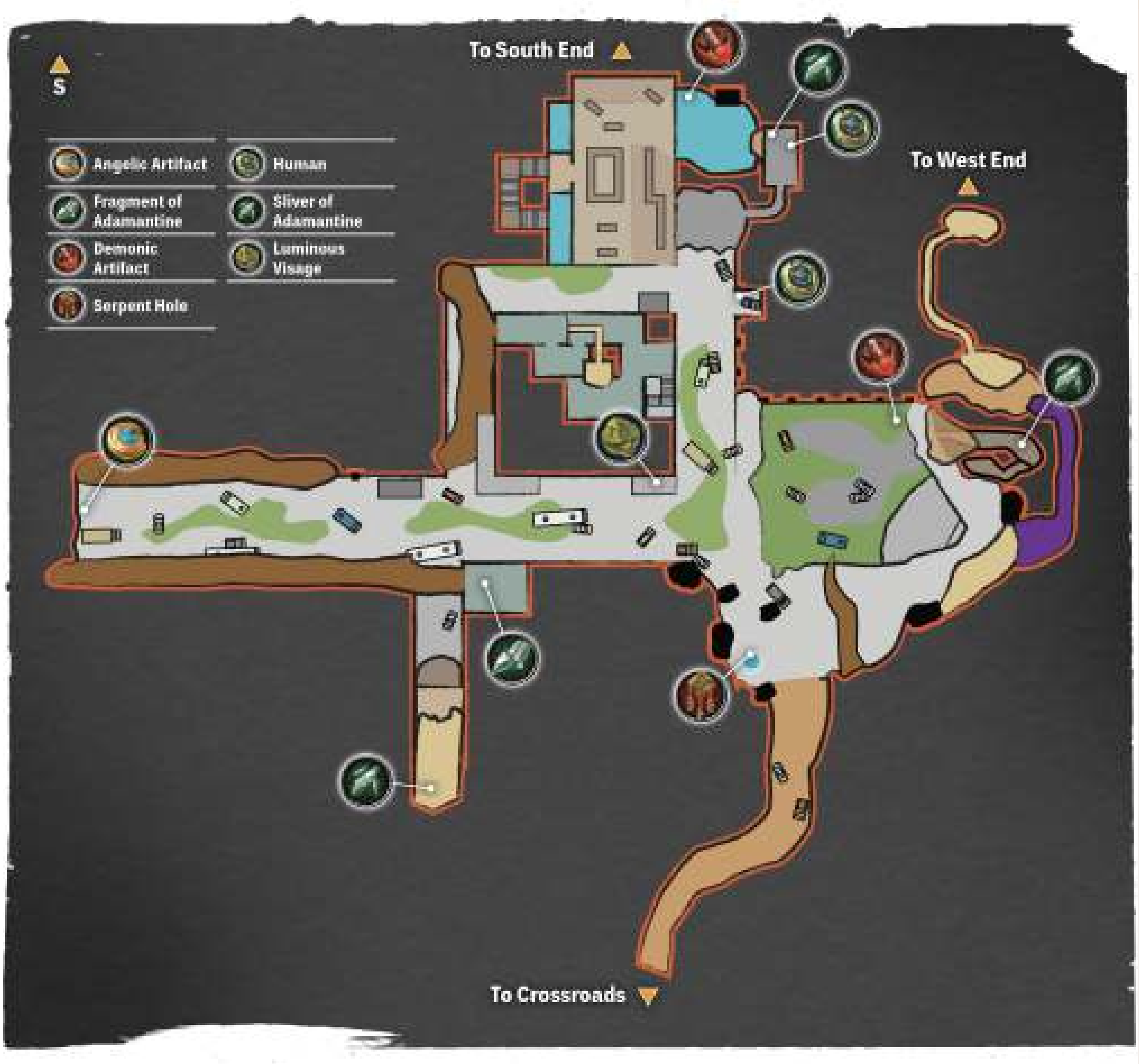
10. Whip swing across the pipes inside the Drowned District warehouse and Flame Jump at the webbing on the right. Enter the room to find a Human.



11. Crawl through the vent next to the Mangled Freeway Serpent Hole to find the Human inside the next room.

Lust

Haven: North End



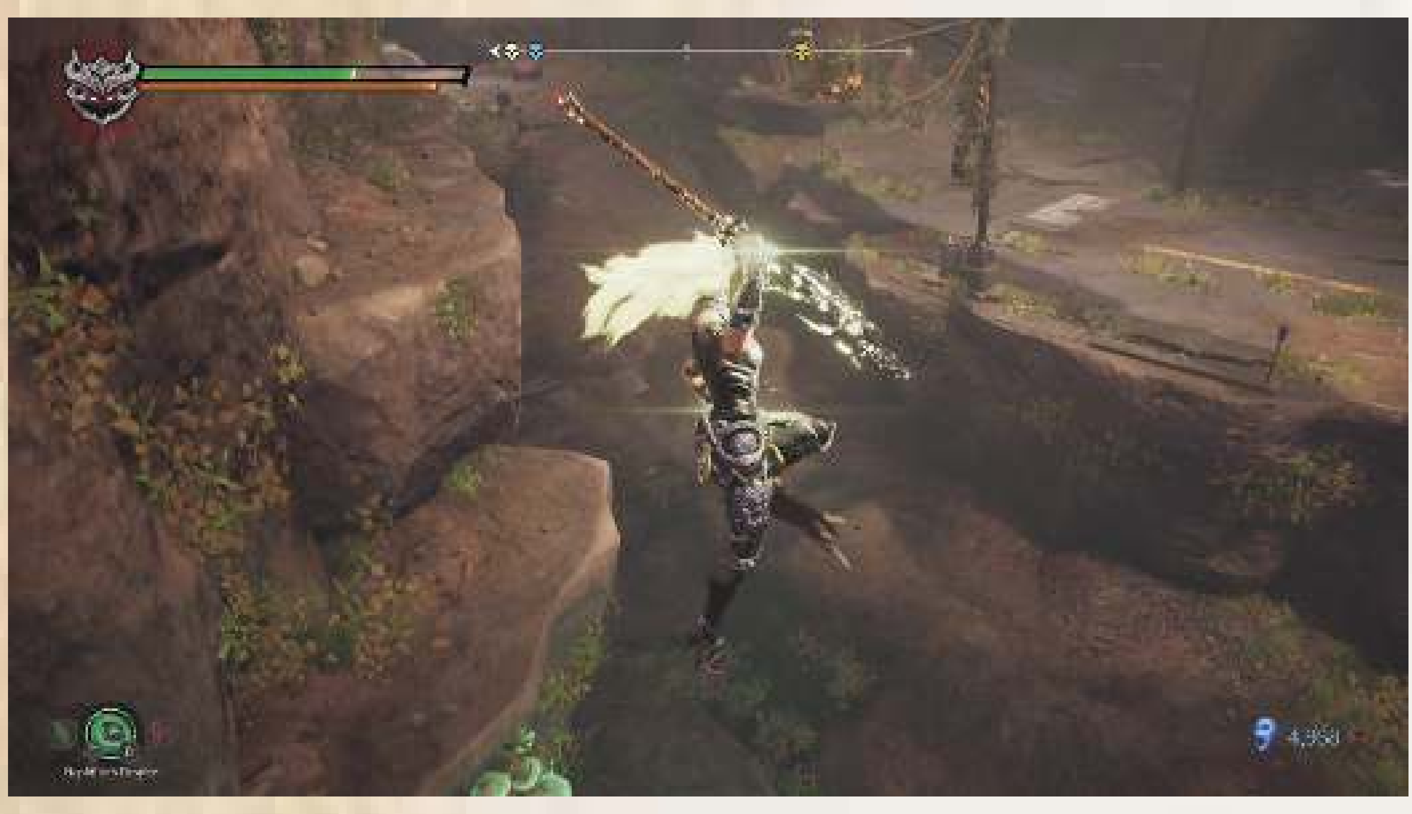
OUT OF THE COUNTRY...

Return to Maker’s Forge and speak with Ulthane to upgrade your weapons and enhancements. Use either the lift or the Serpent Hole to descend to the Crossroads area of Haven. There will be time to explore the upper ledges of Haven later. For now, burn the cobweb near Vulgrim to access a yet-unvisited canyon.

SCALING DIFFICULTY

The Suffering off to the left may look like the one you fought when Fury was weaker, but he’ll still put up a fight. The enemies encountered in each area grow stronger in proportion to Fury’s ever-increasing power. Don’t expect to cut through Haven’s foes like a hot whip through butter. Even Sycophant fodder can prove deadly if you’re not careful.

Collect the Lurcher Crystals and other items from this small canyon, then advance through the trench leading southwest, toward the massive tree trunks. Ascend the slope heading south to access the North End section of Haven. Vulgrim is on the left.

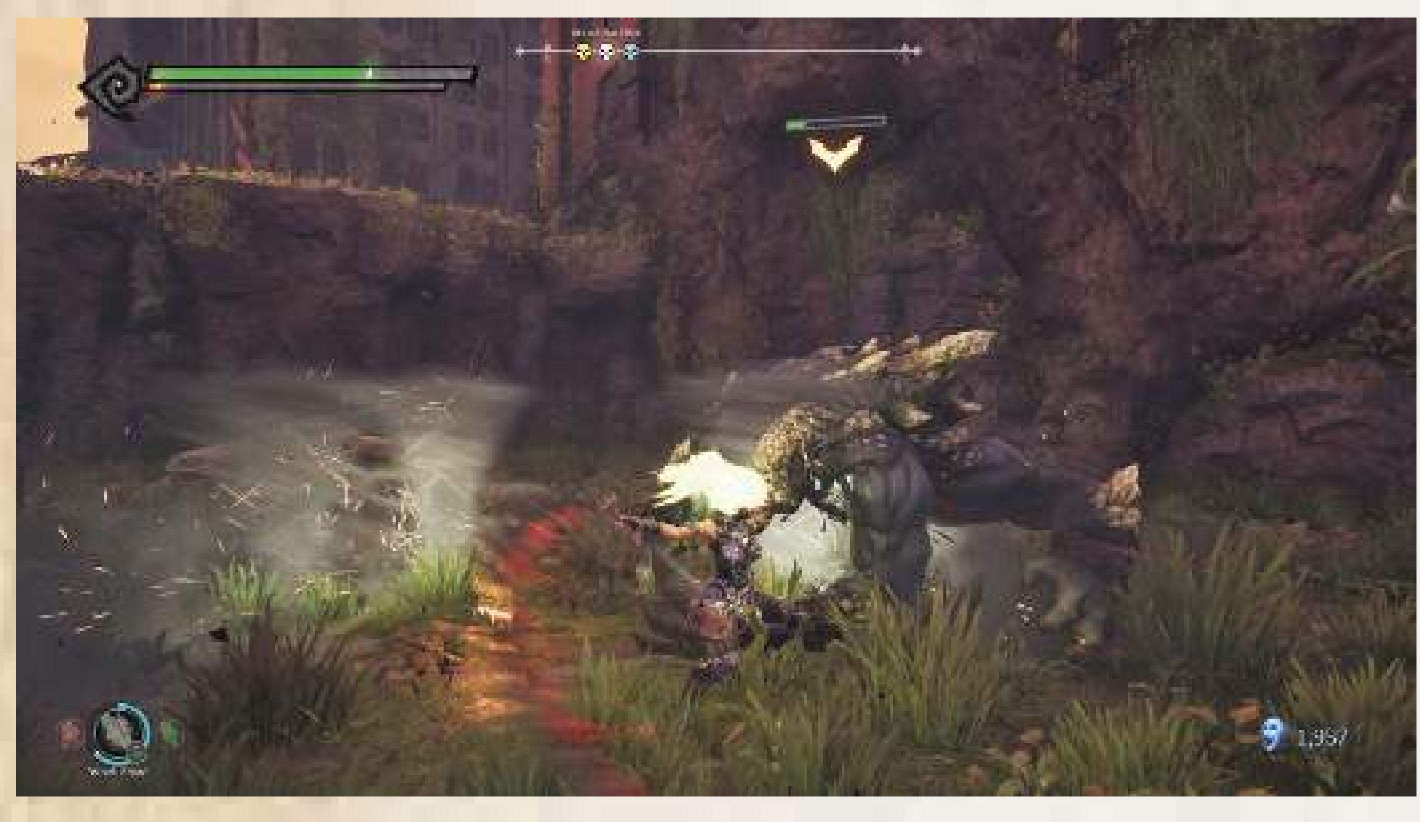


Walk along the cliffs to stay above the Sycophant, then hit them with Shock Therapy.

...AND INTO THE CITY

This corner of Haven is arguably the deadliest, but those who dare to explore its nooks and crannies will be well compensated for their efforts. From the Serpent Hole, head to the right along the upper ledge of the pit. Let sleeping Sufferings lie for now and hold nothing back against the Undead Angel Raider, Sycophant, and Minions that attack.

Circle around the pit in a counterclockwise direction to the ledge overlooking the pickup in the narrow corner, opposite the taxi. Consume a Wrath Shard if needed, then drop in and grab the **Demonic Artifact**. Immediately unleash the Twin Tempests attack, switch back to the Flame Hollow, and Flame Jump out of the pit. The Sufferings will hurl boulders at Fury if she stays on the lower ledge, so continue climbing. Top off your meters, drop back in, and finish them off.

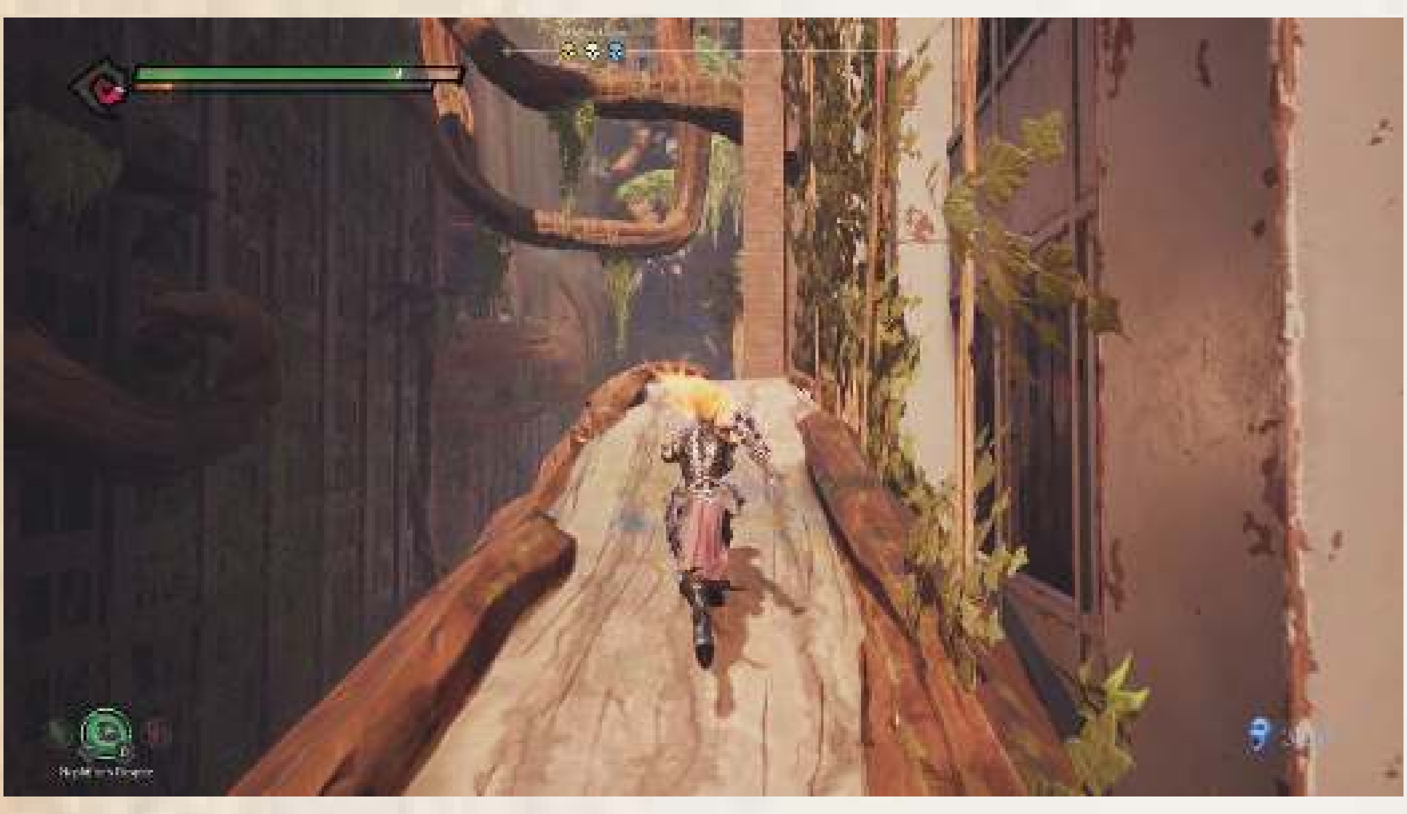


Employ hit-and-run tactics with the Triple Tempests to halve the threat.

Advance slowly up the road to the east, toward the tree roots and cars. The Sycophant Captains in this area boast quick-hitting charged attacks and pack quite the punch. Kite them away from any other nearby enemies so you can deal with them individually.

Clear the street of Sycophant before attempting to collect the **Angelic Artifact** from the teleporting Sycophant Captain at the end of the road.

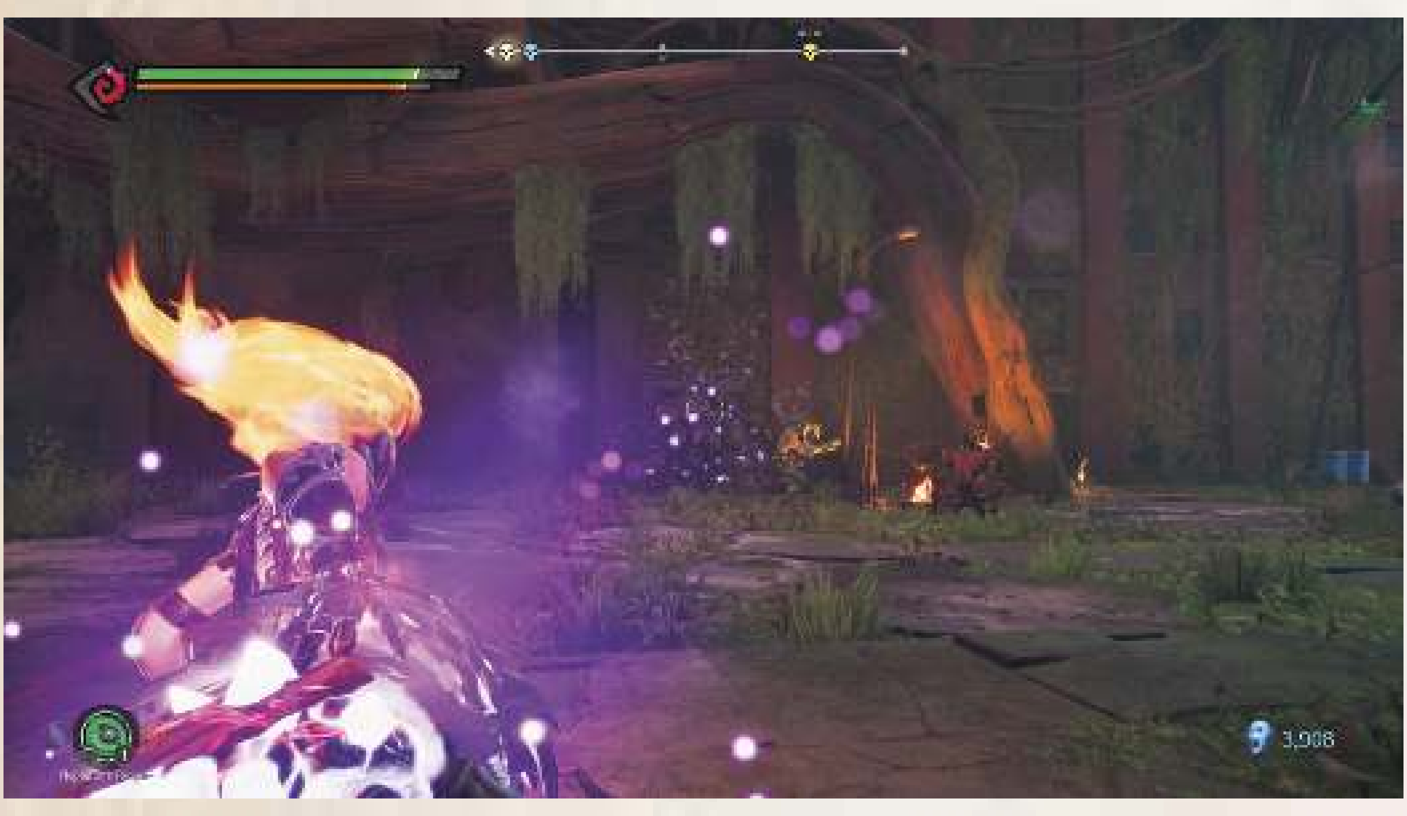
Run along the tree root on the south side of the street, near the edge of the road, and Flame Jump into a whip swing to reach the tree root to the north. Ascend this tree root, grab the Fragment of Adamantine inside the room, then spot the two upper roots. Fury can whip swing across these roots to reach the balcony on the corner building, but the only way to do this is by conserving the double-jump until the last moment.



The overhead tree roots allow Fury to reach the balcony to the south.

Flame Jump straight from the root—not as a double-jump—and whip swing from the first to the second root, making sure not to double-jump. Fury’s Flame Jump will have reset, thus enabling a second Flame Jump onto the metal platform as part of your double-jump. Grab the **Luminous Visage** and drop down, as there’s little Fury can do on the other balcony just yet.

Proceed south through the alley between the two buildings, kill the Sycophant Captain near the scaffolding, and cut the purple bait from the cocoon. Eliminate the enemies in the store to the left of the scaffolding and lead a Bomb Bug over to the bait. There are two bunches of purple rocks that can be destroyed with a Bomb Bug. Target the one to the west, across the main thoroughfare, and save the **Human** behind it.



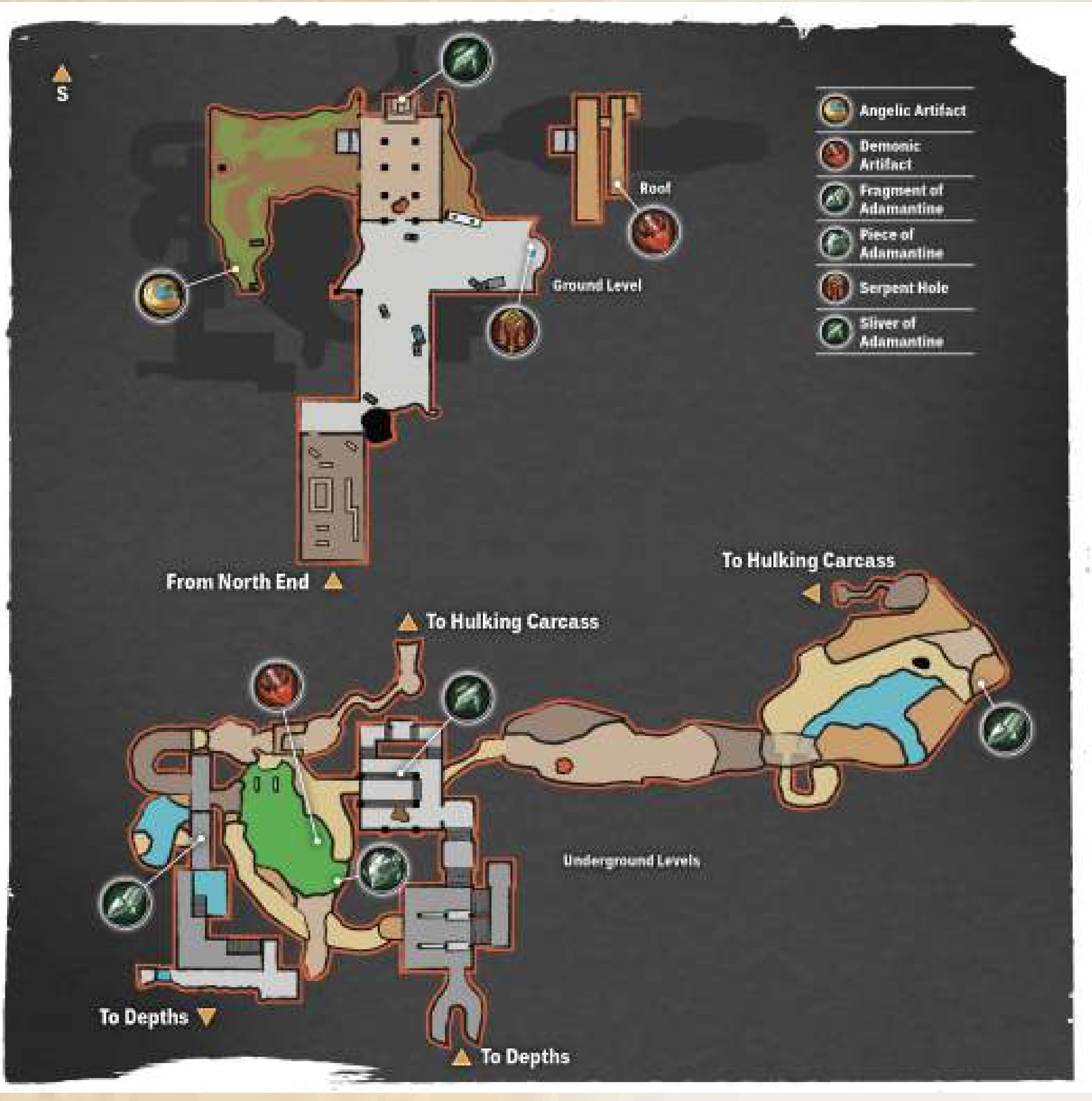
Use a Bomb Bug from within the store to save the Human behind those rocks.

The other purple rocks are inside the store, behind a pile of debris, and they lead to a watery basement guarded by a Black Sycophant. Before exiting the area via the hole in the back of the store, continue down the road, away from the Serpent Hole, and drop into the trench. Crawl through the tunnel on the right to find another **Human**.

DARKSIDERS III

Lust

Haven: South End



CHURCH BELLS COME CRASHING DOWN

FIND HER AT ARIES

An unexpected encounter with Pride yields only a raincheck and knowledge of where she'll be waiting. Too proud to confront Fury until she's the last Sin remaining, Pride will wait for Fury in Aries. When the time comes—after Lust and Gluttony have been defeated—Fury can travel to Aries via the shimmering portal outside the cathedral in South End.

Cut through the cathedral to the cemetery and smash your way through the tombstones toward the **Angelic Artifact** to the north. The Suffering perched on the cliffside will leap into battle as you get close, so top off your Wrath and have the Triple Tempests ready to go. Use the scaffolding to scour the roof for items. Don't miss the **Demonic Artifact** on the lower roof to the west (leap up and over the main peak to reach it).

A Suffering and numerous Sycophant lurk in the cemetery.

Enter the cathedral and set fire to the cobwebs. The fire will spread to the belfry, burning the supports and causing the massive bell to fall through the floor, revealing a crypt. Drop through the hole, fend off the Skeletons in this first room, and then head down the hall.

Burn the spiderwebs to send the bell crashing through the floor.

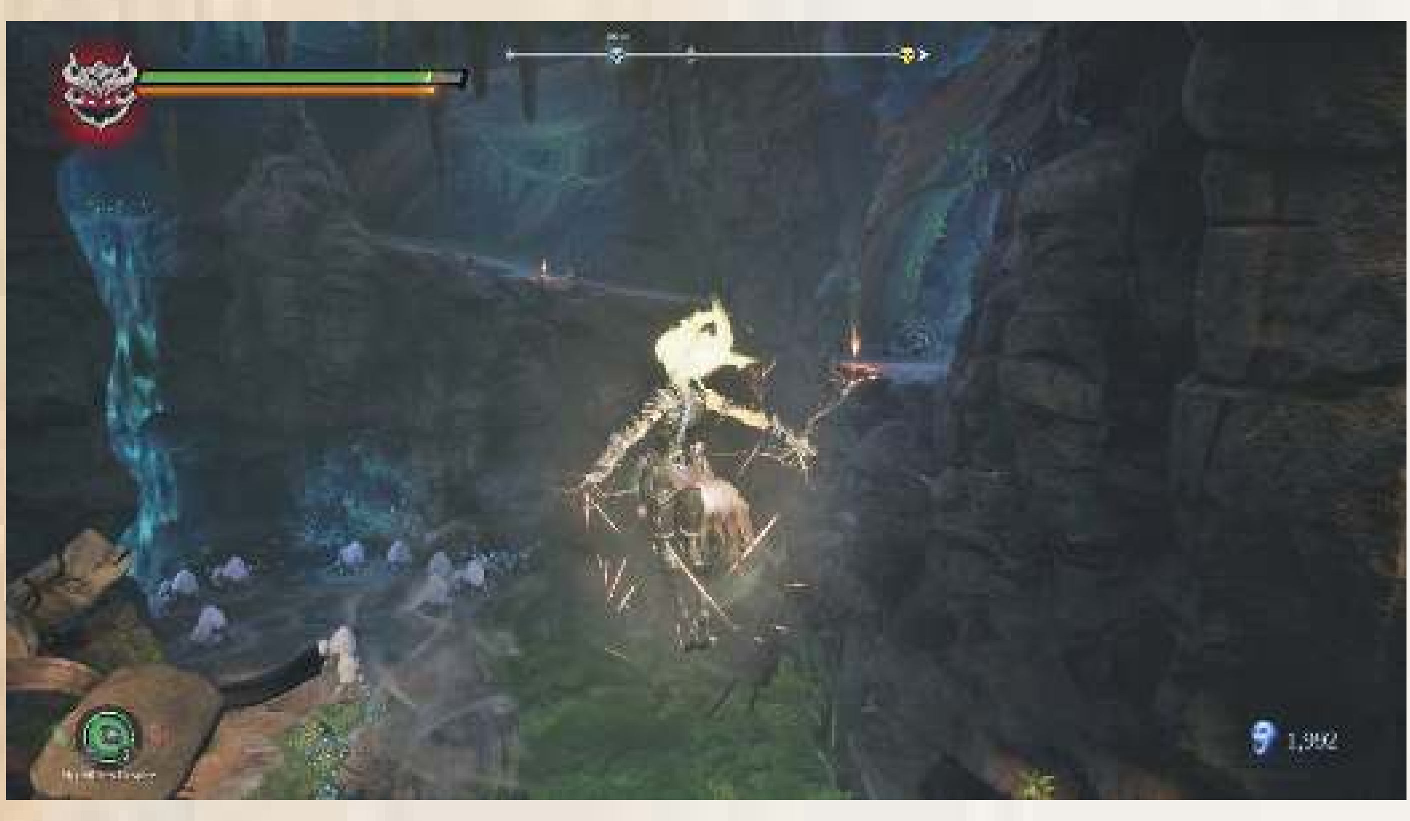
Take care to top your Health Meter off before descending the stairs to the lower level of the crypt. Multiple Skeleton Archers stand atop elevated perches, ready to pierce you from all directions as you tackle the Armored Skeleton prowling the ground. Take out the archers first! Dodge their first volley and then Flame Jump into a Gravel Grinder attack to knock the nearest one off his mark. Clear the room of threats before approaching the Skeleton atop the stairs.

Don't worry about the ground troops until you take out the archers.

➤ YOU DROPPED SOMETHING

Don't shy away from engaging the tougher enemies, even if there isn't an obvious item nearby. Many of them drop a Fragment of Adamantine upon death.

Exit the church basement through the hole to the east and clear out the enemies near the Storm Currents. Glide across the three currents toward the eggs to the left of the chasm. Use the Storm Current nearest this landing spot to reach the upper ledge where the glowing pickup is. Grab the **Demonic Artifact** and Flame Jump onto the upper ledge to reach a Piece of Adamantine.



The only way to reach the ledge on the right is from the third Storm Current.

Sweep the upper ledge for items and then drop and enter the phosphorescent-lit cave to the west.

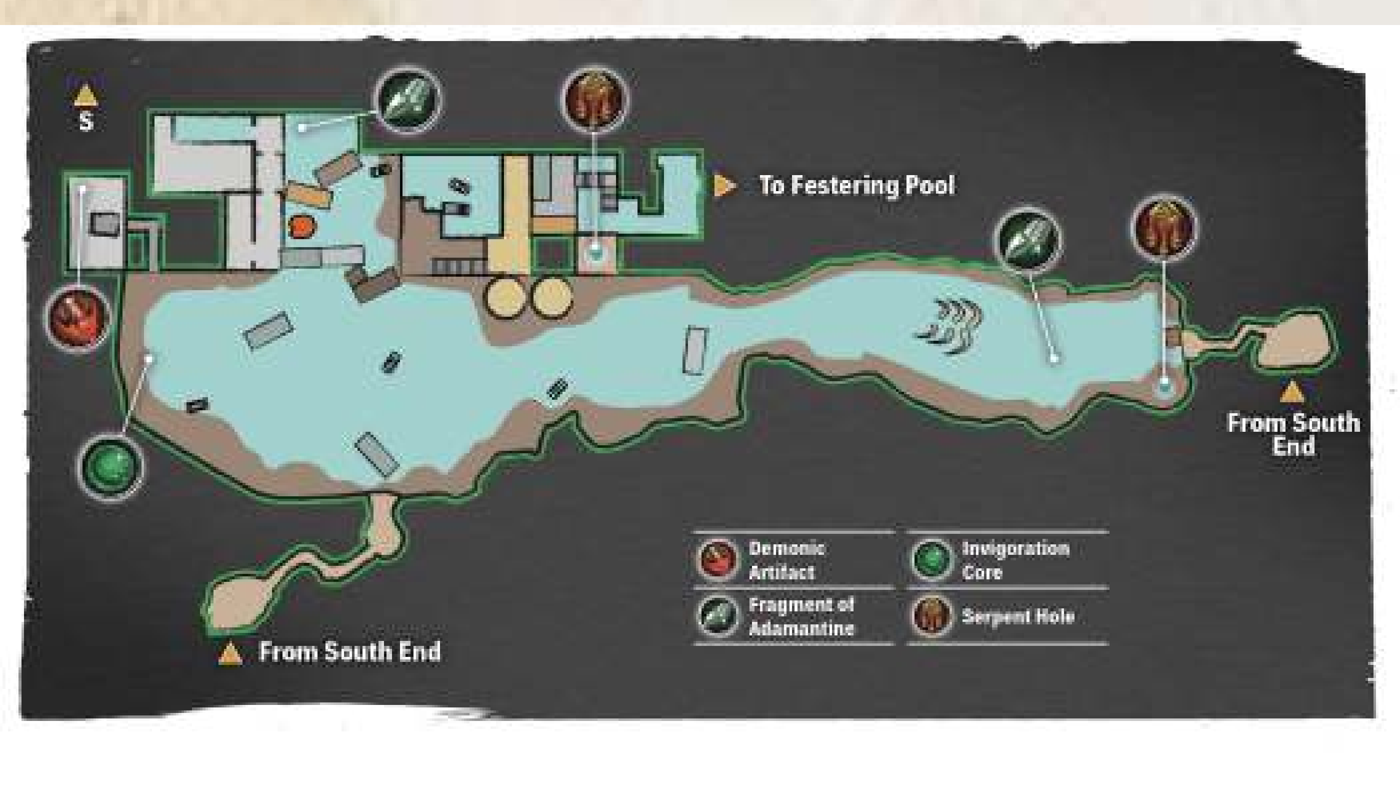
RIDE THE MANSK

Exit the cave to a clearing where a large jellyfish-like creature known as a Mansk seemingly floats above the ground, somehow supported by its tendrils. Neither friend nor foe, this otherworldly creature merely exists as a passive part of the landscape. Fortunately, it's not without benefit to Fury.

Strike its tendrils to force it across the cavern to the other side. You may need to hit it several times to position it correctly. Once near the cliff, Flame Jump (or press the Action button to climb) onto the Mansk and then from there onto higher ground. You'll need to use these creatures to solve several navigational puzzles in the coming region.

Behold the only creature Fury can't kill.

Loop around the area ahead to the left and drop to the area behind the large vines to find a narrow tunnel in the rock. Crawl through to the Bonelands.



WADE AMONGST THE UNDEAD

The flooded realm stretching before you is inhabited by all manner of undead creatures, from reanimated Sycophants to Angels and so much more. It's a deadly area, and it's easy to get lost among the factories and warehouses, so take your time, consult the accompanying map, and don't hesitate to backtrack to keep your bearings.

Don't let the ease at which you dispatch the Swamp Swarm lure you into a false sense of confidence. The Undead Scribe has multiple Arcane projectile attacks that can deplete Fury's Health in a flash. Aim to stay behind it or above it, especially if it raises both hands in unison. Trigger Havoc Form if unable to dodge the massive blue energy attack. This creature and the Undead Beast are among the most deadly in the Bonelands.

He's as slow as Sloth, and almost as deadly!

The undead fodder will keep coming until you cut off the supply. Splash through the water toward the creature with the blue glowing face and lengthy staff. This Undead Penitent is harmless in combat but will continue to summon undead minions until slain.

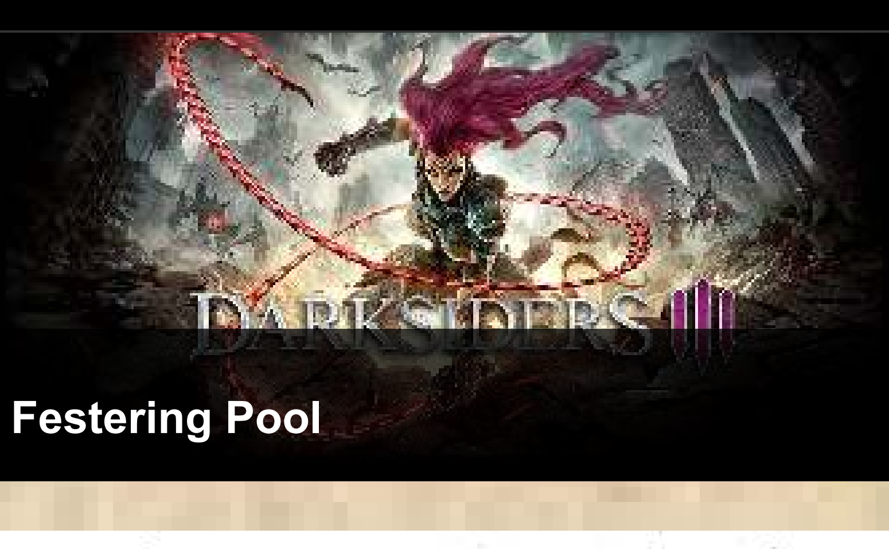
BONUS LURCHERS

It's entirely possible to farm Souls and replenish your Wrath and Havoc Meters by allowing the Undead Penitent to summon as many undead as you feel like slaying. Similarly, Flame Jumping into the strung-up Undead Angel often causes them to come back to life, giving you more potential Souls to harvest.

The Undead Penitent will continue expanding his flock if left unchecked.

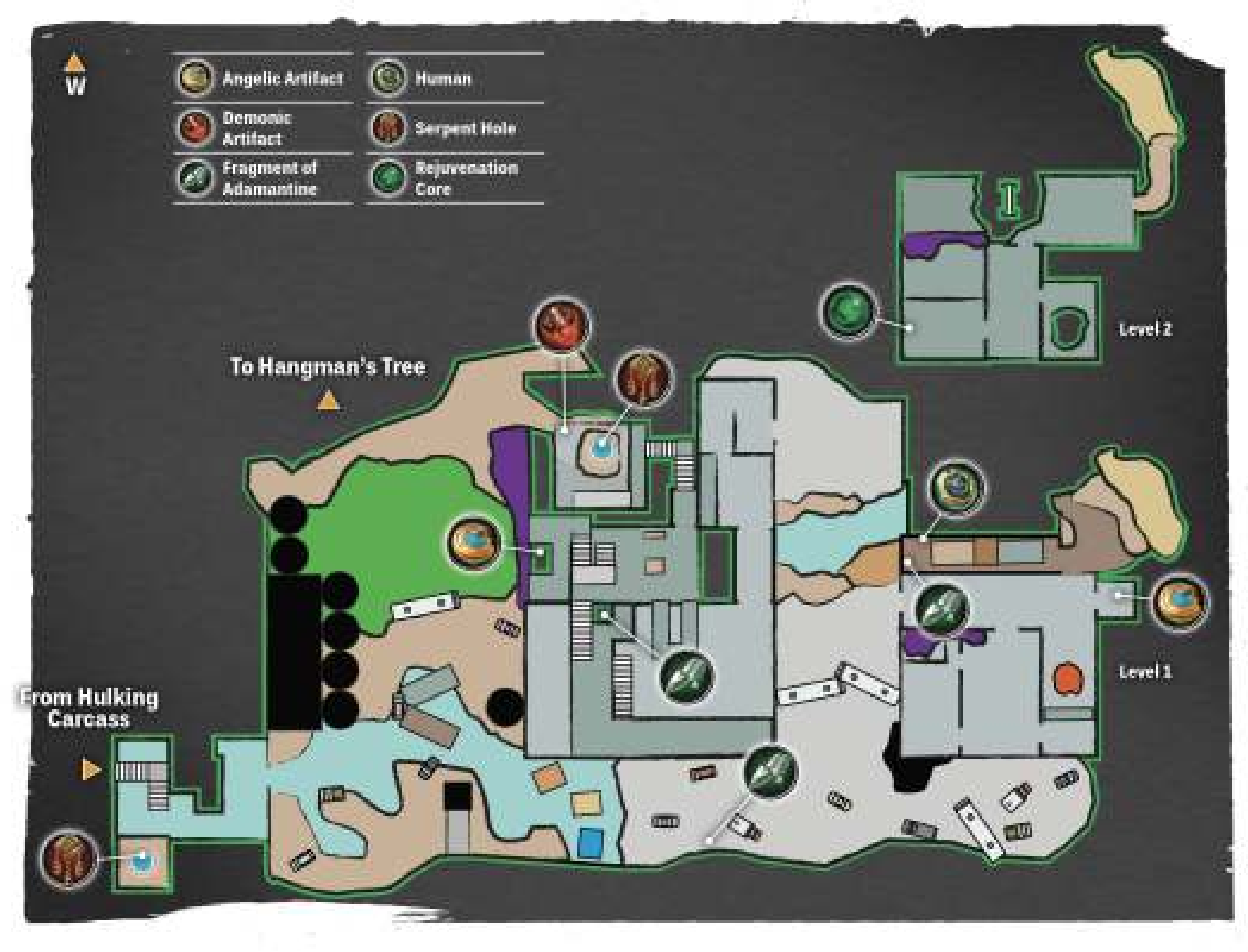
Put the Chains of Scorn to use against the Undead Purple to the left of the loading dock and collect the **Invigoration Core**. With this item, Fury can now carry four Nephilim's Respites. Break through the debris blocking the ventilation vent on the side of the building and crawl through to find a **Demonic Artifact**.

Strike the Mansk to coax it across the water to the rusty warehouse to the west. Run along the floating containers and jump onto it. Flame Jump to the upper catwalk and head up the ramp past the Undead Angel. Continue past the office equipment and drop into the container storage area to the west.



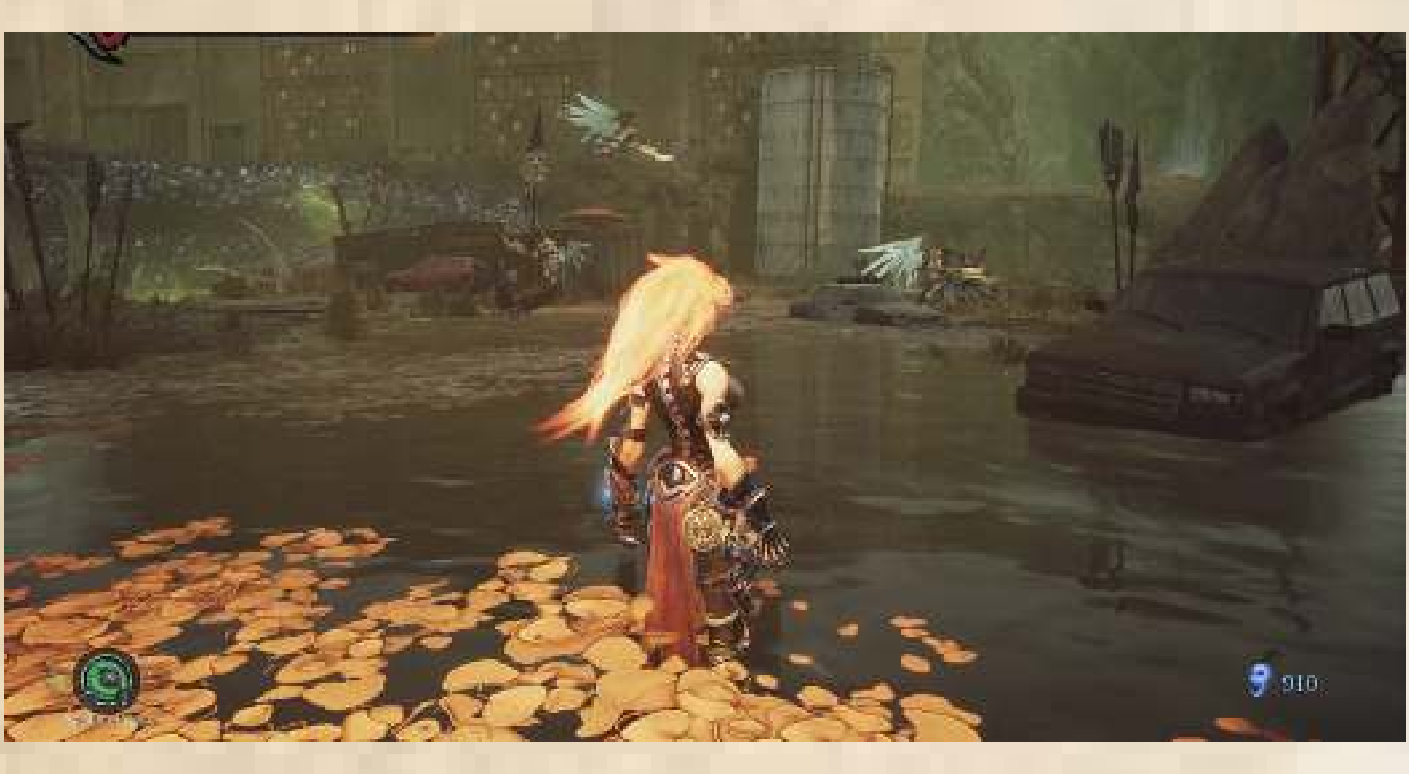
Lust

Bonelands: Festering Pool

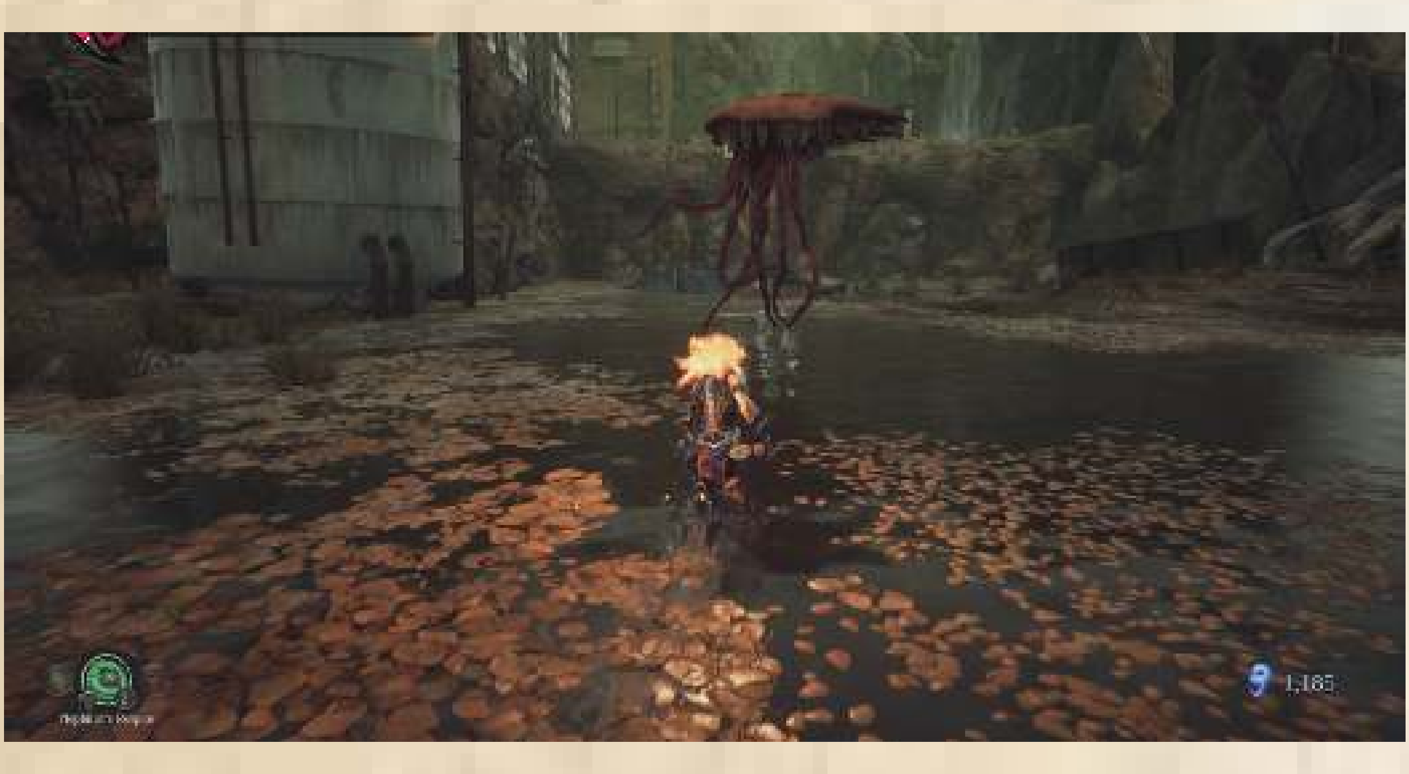


REACH THE ANGEL BASE

The Angels are at war with their undead brethren in the floodwaters beyond the Serpent Hole. Attack both sides with prejudice, as neither will show a Horseman any mercy. Keep the Flame Hollow active to break through the Undead Angels' defenses, and steer clear of the toxic soup to the left, as contact can be fatal. Once done fighting, slash at the Mansk to drive it toward the cliff beneath the waterfall—the only way out of the pool is up. Flame Jump from the container to reach its back.



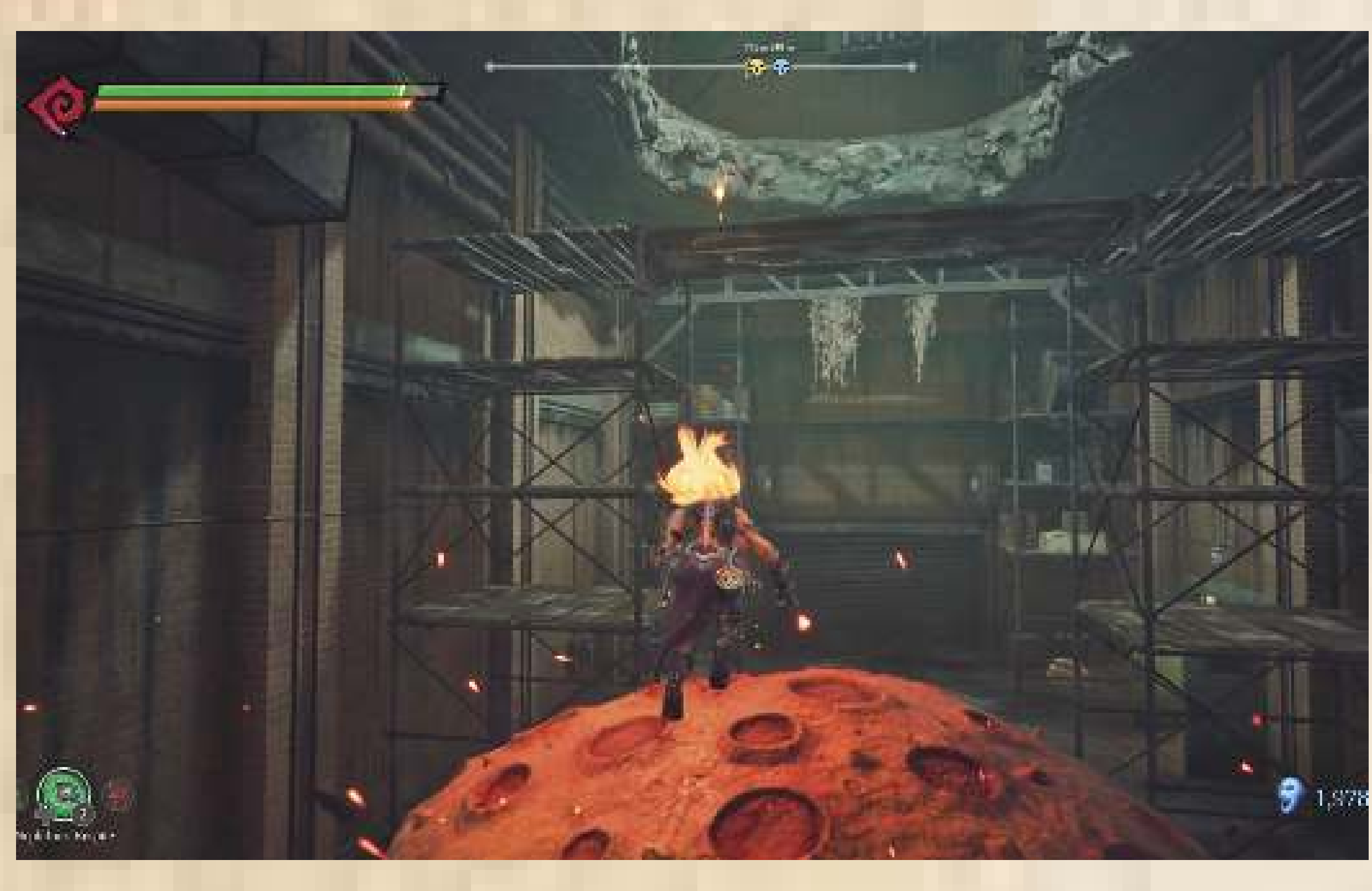
Slay any and all Angels, undead or otherwise.



The water is too deep to leap from, so Flame Jump off a container to land atop the Mansk.

The Angels' headquarters is across a ravine to the south. It's not far, but reaching it takes some effort—and a bit of puzzle solving. But first you need to survive a Undead Beast attack. Undead Beasts attack with claws and leaping ground-pound attacks, all the while seemingly teleporting around the battlefield.

Don't hesitate to unleash Triple Tempests or Havoc Form against it, especially if any other enemies approach. Take a look around the exterior of the warehouse nearest the waterfall, then head inside through the hole in the brick wall.

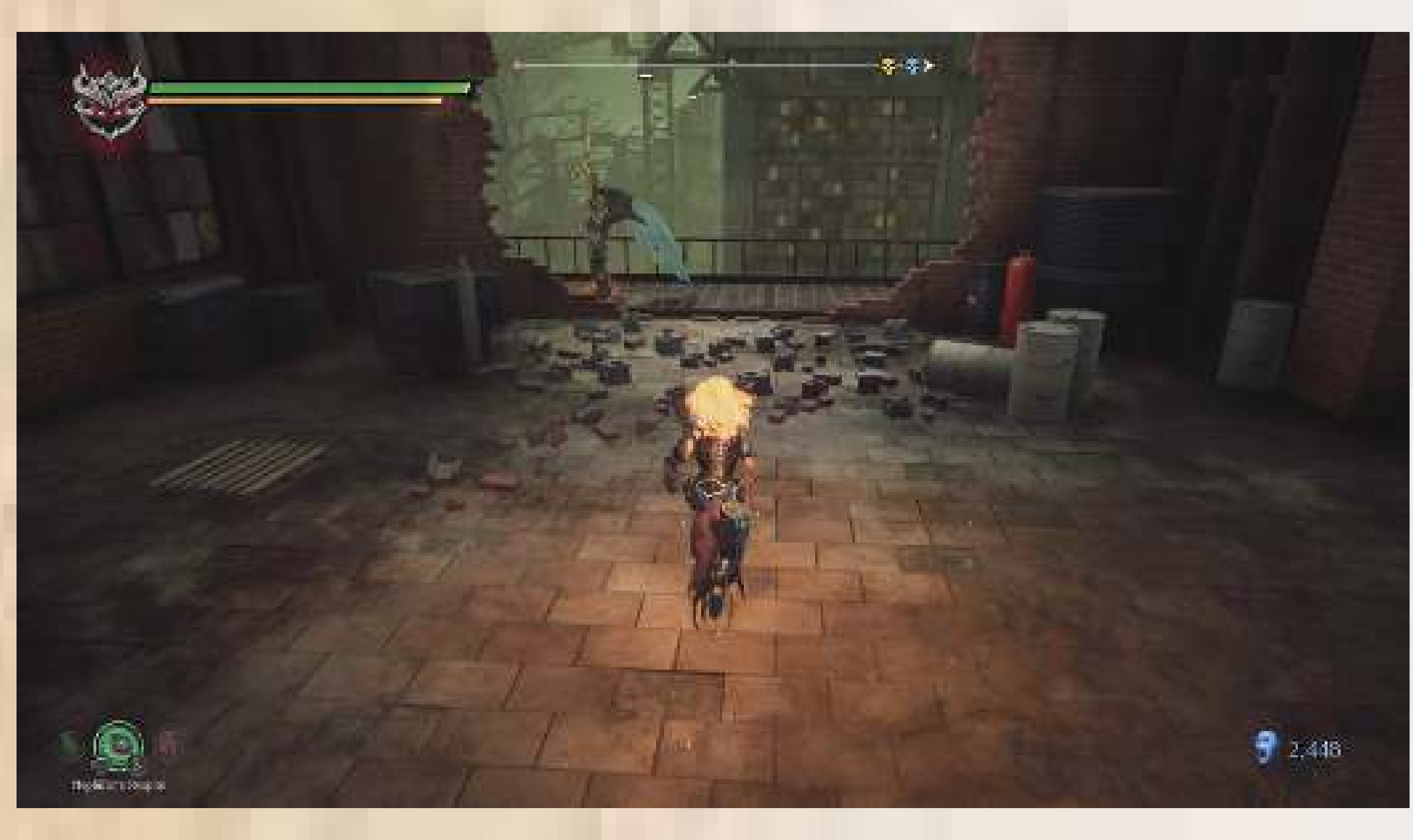


Use the Mansk to reach the hole in the ceiling and jump through.

Burn the cobwebs inside the warehouse to locate a Mansk. You'll need to find a way to break through the tallest of the three purple coral barricades in order to get the Mansk into the trench outside. For now, use the Mansk to reach the top of the shelving, then Flame Jump through the hole in the floor above.

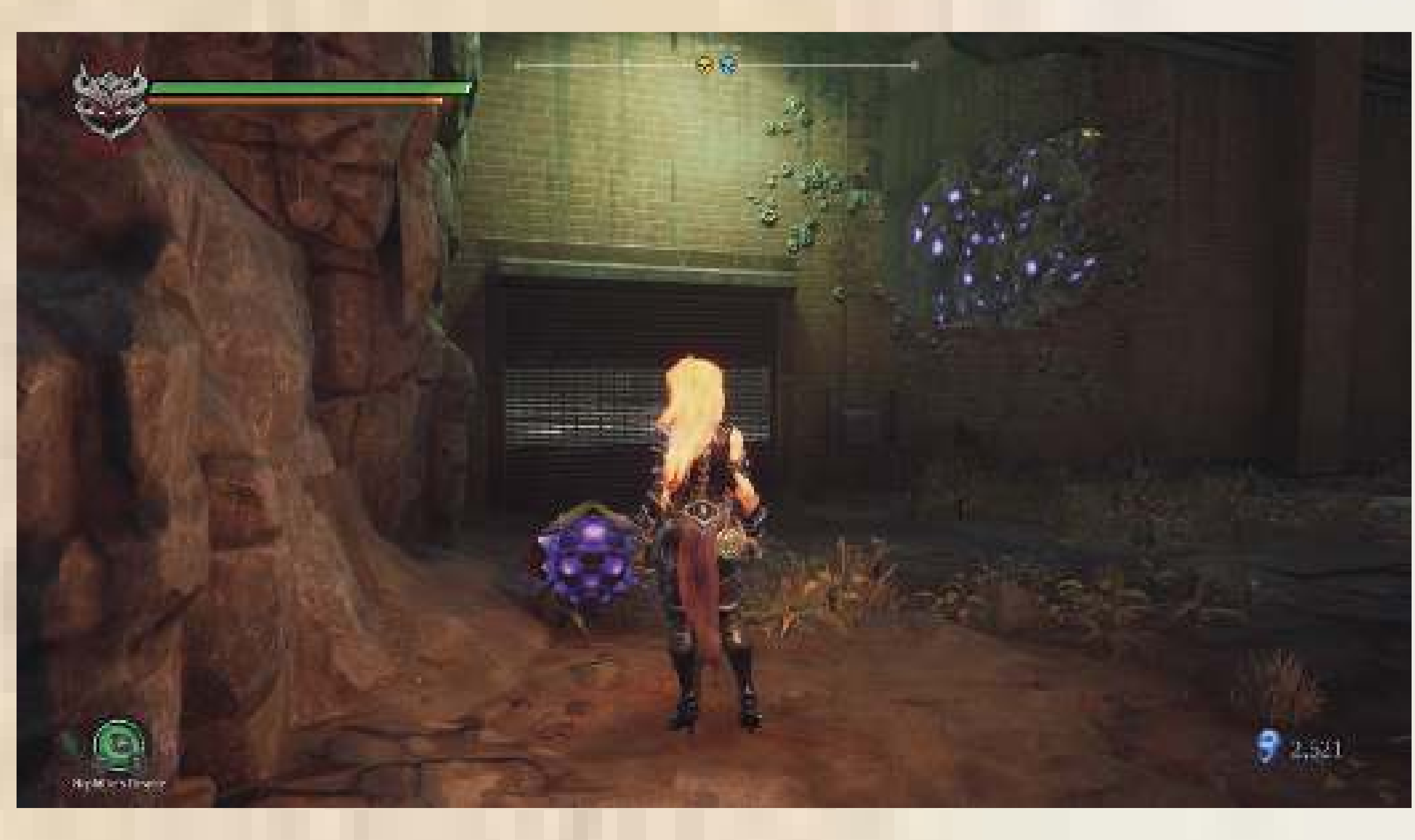
Multiple Undead Angels of various types roam the upper floor. Stay on the move, dodge often, and use the Electric Blitz charged attack to stun a foe while you deal with its companions. Once the room is empty of enemies, you'll be able to get to work extricating the Mansk.

Head out onto the balcony to locate a **Rejuvenation Core**. Each Nephilim's Respite will now heal for 300 Health (or 375 if you purchased one from Vulgrim)! The room to the south contains another hole in the floor. Whip swing across to get the Fortification Shard, then approach the hole in the wall to the west.



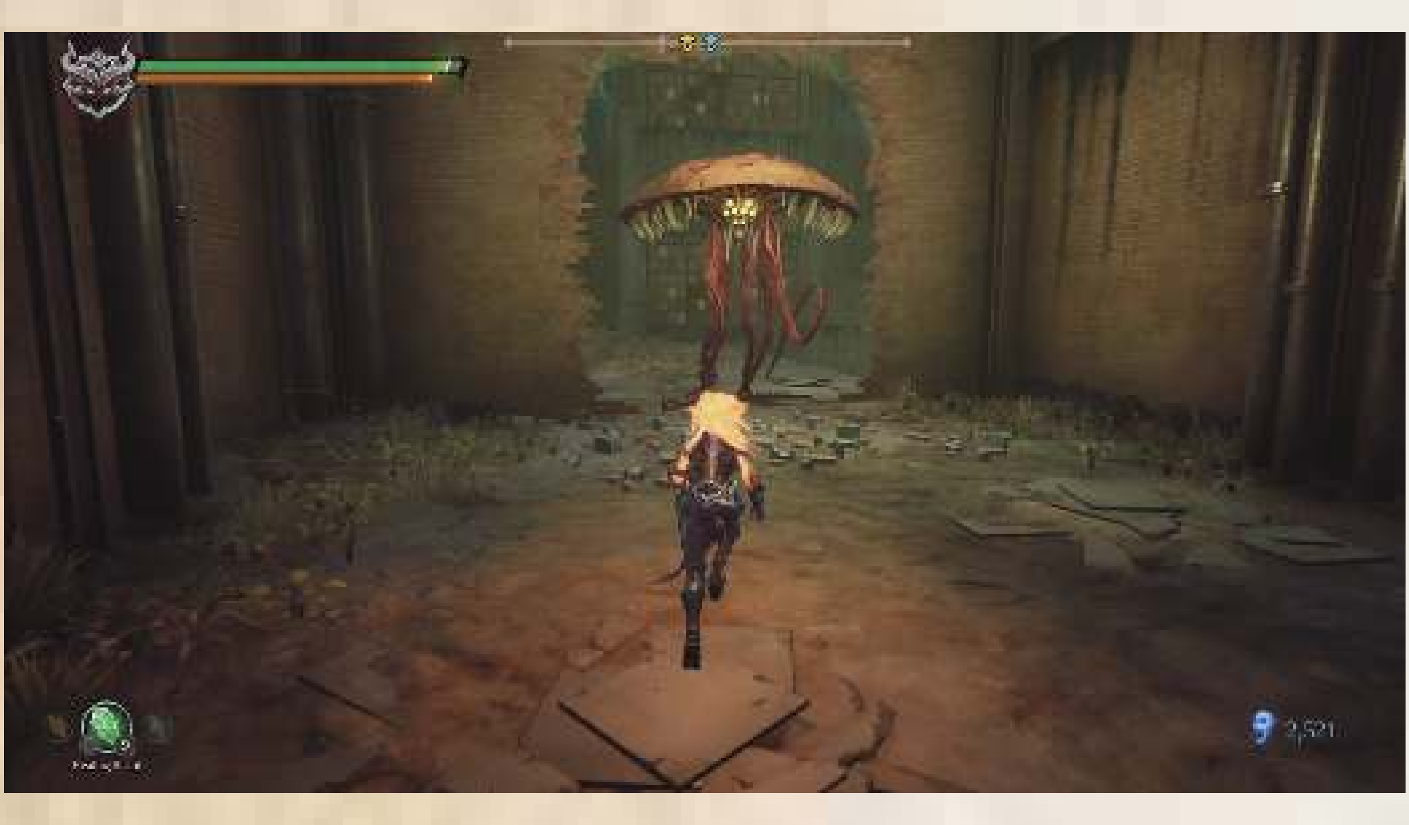
The Angel guards a Rejuvenation Core on the balcony outside.

Descend the sloping ground to a cordoned off area behind the warehouse, home to a Bomb Bug hive. Leap over the containers in the alley to the left to find a **Human** and a Fragment of Adamantine. You may have heard her cries for help from the street beyond the fence.



Rescue the Human behind the shipping containers, then use the Bomb Bugs to blast the purple coral.

Cut the purple bait down from the cocoon near the gate and use the Bomb Bug to blast through the purple coral. Hurl a second Bomb Bug at the larger mass of purple coral inside the warehouse to the right. You have to act fast, but it's possible to use a third Bomb Bug to detonate the purple rocks inside the warehouse on the left—quickly jump onto the rocks to the right, turn, and toss the Bomb Bug through the hole to uncover an **Angelic Artifact**.



Use the Barbs of Scorn to drive the Mansk into the collapsed road outside the warehouse.

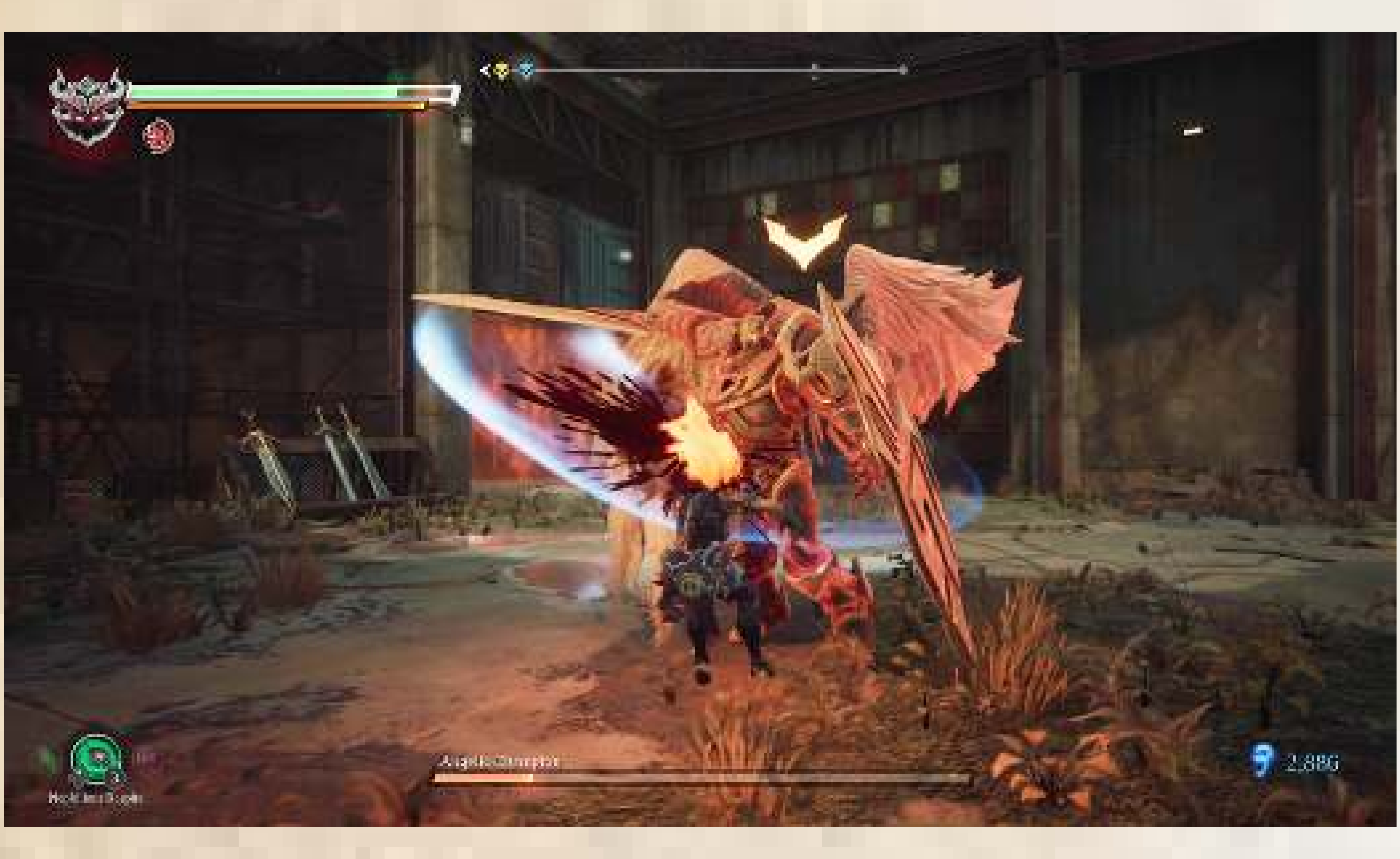
Enter the torchlit warehouse on the left and consume a Strength Shard. It's time to pay the Angels a visit.

SHE TALKS TO ANGELS

Several Angels swoop into battle upon hearing Fury's insults. Stay on the move to avoid their lunging attacks, and strike with the Barbs of Scorn. These low-level Angels are easy to deal with, but they're far from alone. The Angelic Champion enters the fight as the last of the fodder is dispatched. Ready a Fortification or Thorn Shard and get ready to move.

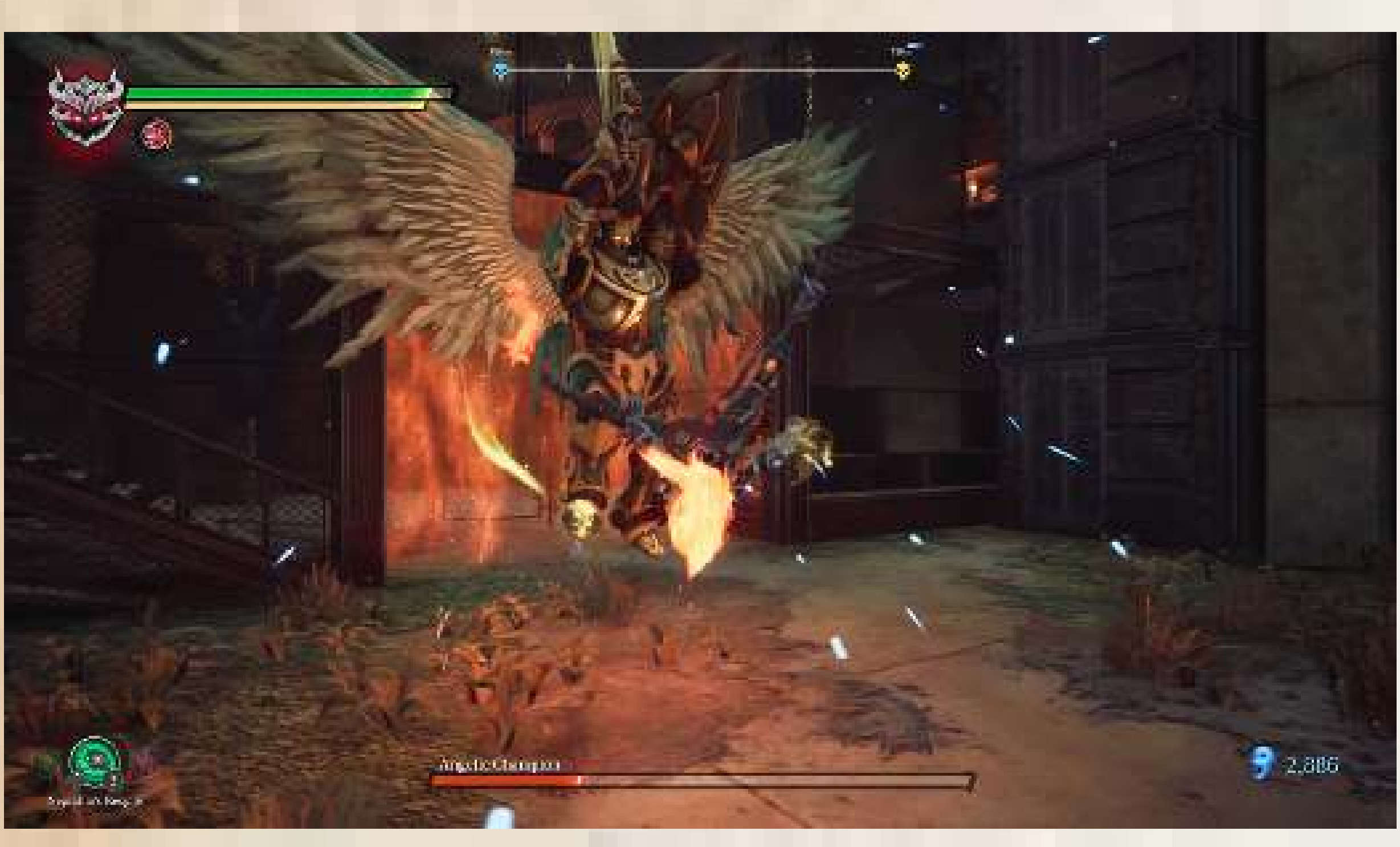
Angelic Champion

The Angelic Champion is far stronger (but is not a Chosen) than the other Angels you've encountered. He'll swiftly dash around the perimeter of the room in an attempt to line up a quick-hitting sword thrust. As with any melee combatant, it's best to keep your distance and employ dodge-and-counter tactics. It's worth keeping the Flame Hollow active because the Volcanic Charge counter will ignite the Angelic Champion on fire and inflict damage over time.



Approach the Angelic Champion head-on at your risk.

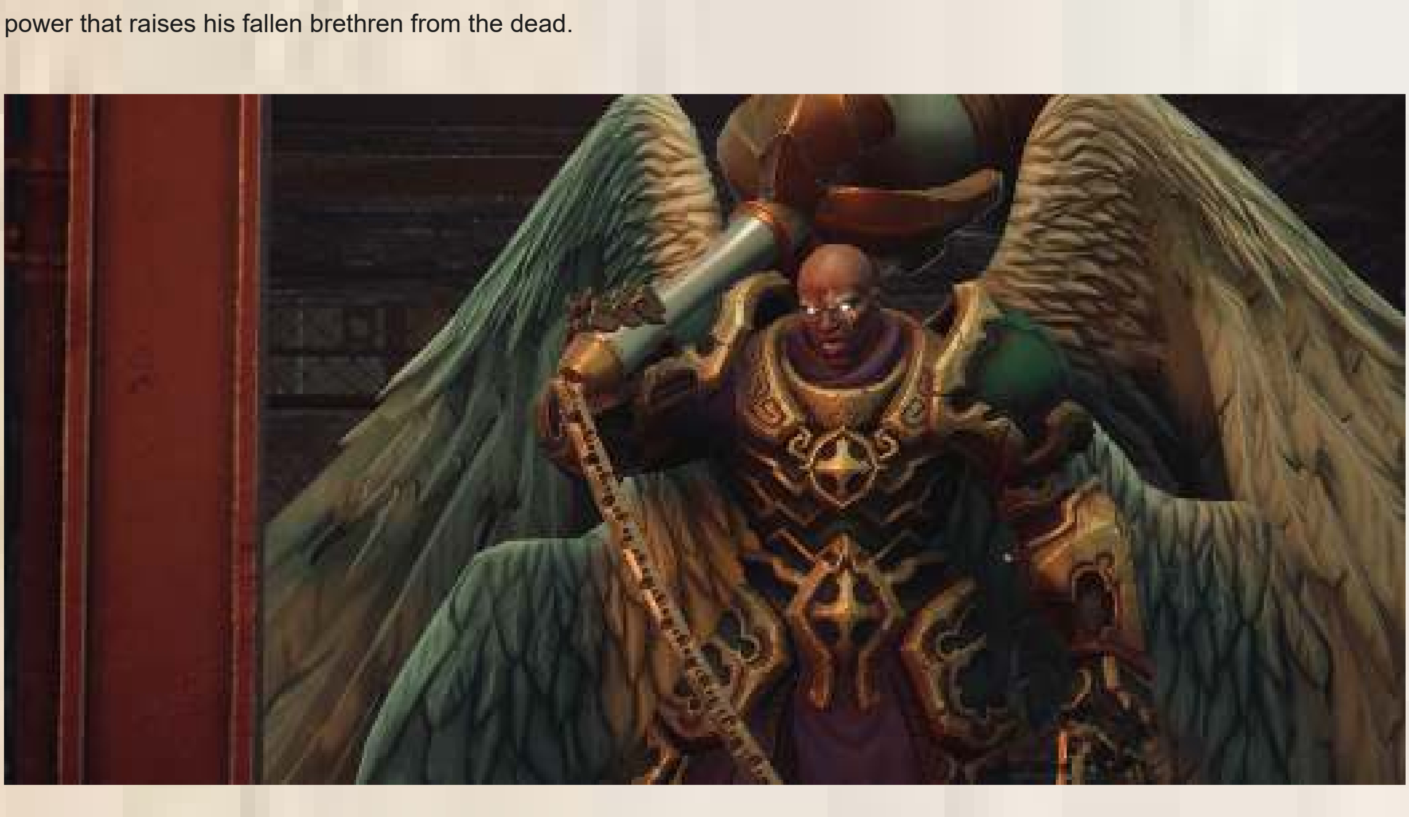
One thing that separates the Angelic Champion from similar foes is his massive shield. Rather than use it to block Fury's whip attacks, he'll instead swing it with bone-shattering force whenever she loiters in front of him. Though it's fine to hit with a Sin and Punishment counterattack, be quick to dodge away if this attack hits head-on. Only extend your combination if he's facing away or to the side—otherwise Fury is in danger of a shield bash.



Dodge to the side or behind the Angelic Champion as he readies his Arcane swing.

Beware of becoming overconfident against this enemy. Though he seems to fight with ordinary abilities at first, he'll eventually hold his sword in the air, readying for a powerful charged attack. Immediately back away and either Flame Jump out of reach or dodge to the side as soon as he swings the sword. A blue bolt of energy will extend across the room in a line from where the blade slams the ground. It's a difficult attack to dodge and can prove fatal if you don't have a lot of Health. Fortunately, he's unlikely to attempt this attack more than once.

Usiel, leader of the Angels on the front lines of the Apocalypse, calls Fury to attention and offers her a deal. Whether or not he is to be trusted is unclear, but he offers Fury the **Salvation** crossblade as a sign of good will, along with the assurance that he knew nothing of any plot to have Rampage killed. In exchange, he wants Fury's promise to kill Lust—and put an end to the power that raises his fallen brethren from the dead.



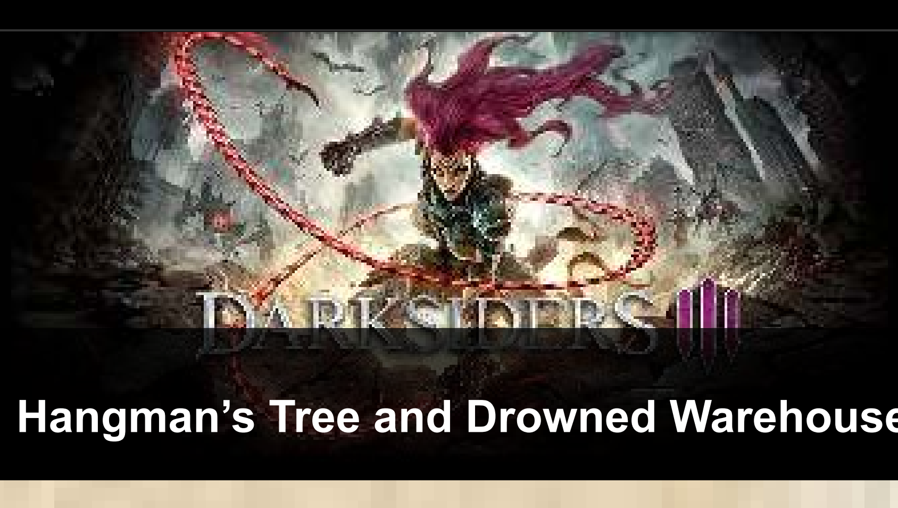
Usiel, the Archangel, puts an end to the fight before he loses another soldier.

Nothing unites like a common enemy.

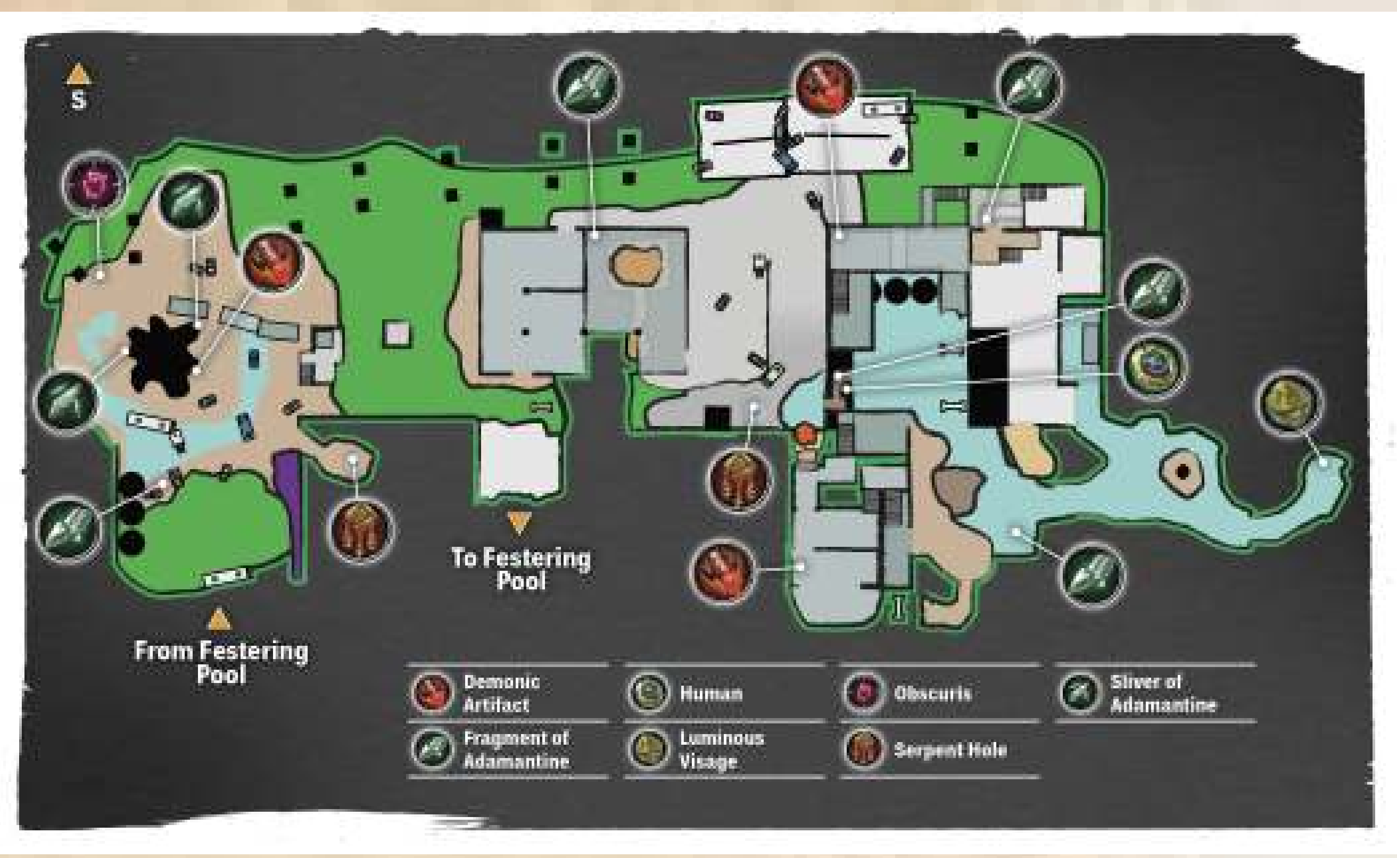
SALVATION WITHIN GRASP

Salvation yields Fury a much-needed ranged weapon. Now she can target distant foes—especially Poison Mosquitos—interrupt enemy attacks from afar, and also burn and interact with objects otherwise out of reach. Best of all, it's possible to tag up to four targets in Aim Mode and use Salvation as a homing weapon.

Ascend the metal stairs near Usiel and drop into the caged area to find an **Angelic Artifact**. Flame Jump out of the cage and exit the Angels' headquarters via the door to the right of Usiel's desk. Collect the **Demonic Artifact** behind the crates before dropping into the cave.



Bonelands: Hangman's Tree and Drowned Warehouse

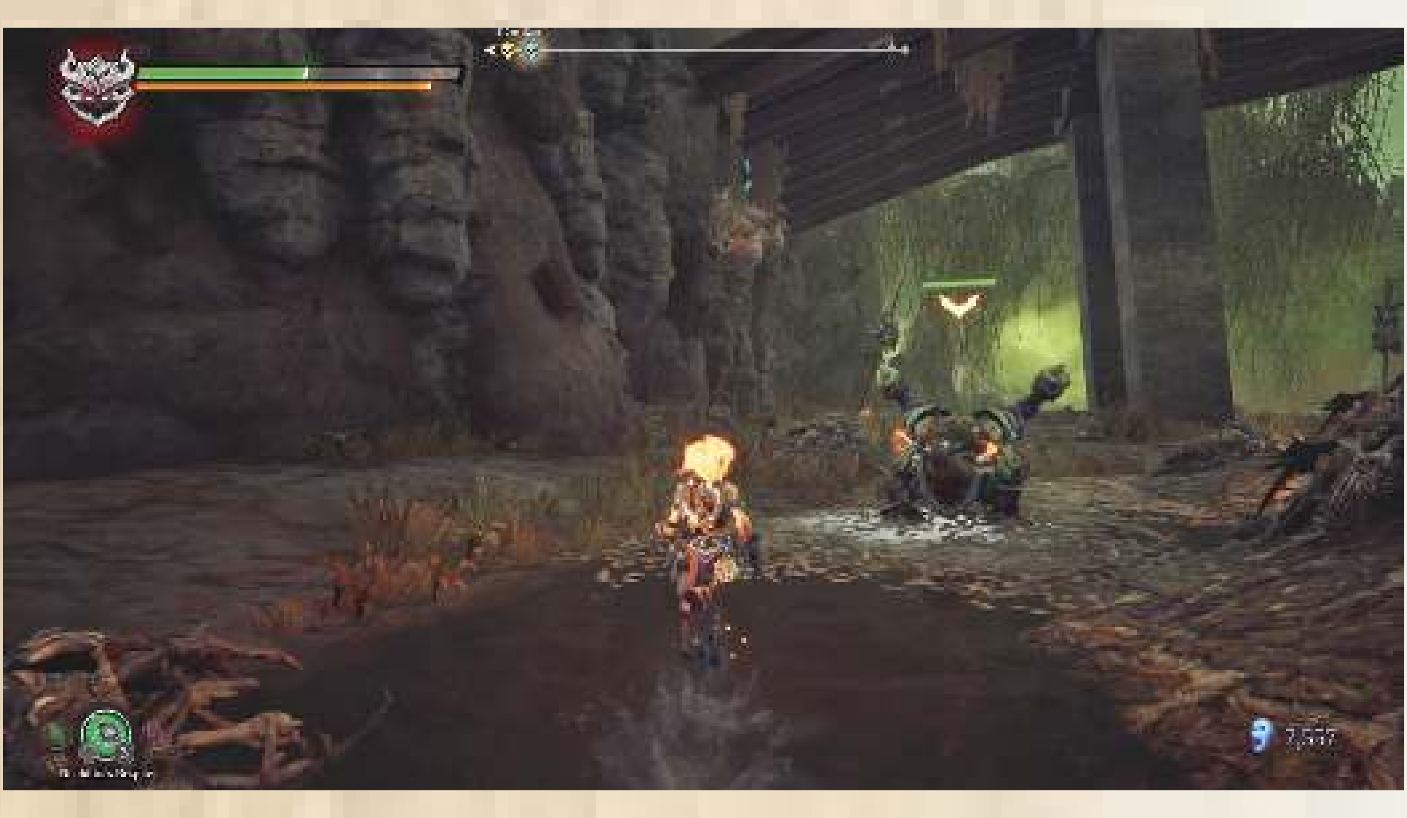


BRING SALVATION TO THE UNDEAD

Fury made it to the other side of the toxic swamp encountered earlier, but she's got a long road ahead of her to reach Lust. The area known as Hangman's Tree is surrounded by all manner of undead creatures as well as a wealth of pickups.

Put Salvation to use against any flying Undead Angel Raiders you encounter to knock them from the sky. Imbue the crossblade with the Flame Hollow to light multiple Swamp Swarm aflame, after which a quick toss should finish them off.

Grab the **Demonic Artifact** near the tree and circle around to the left. Lure the Undead Beast toward you, away from the highway overpass, and unleash your Havoc Form to dispatch it quickly. This isn't a creature you want to take a chance with, as its Arcane fire and sky-high ground pound attack are quite deadly.

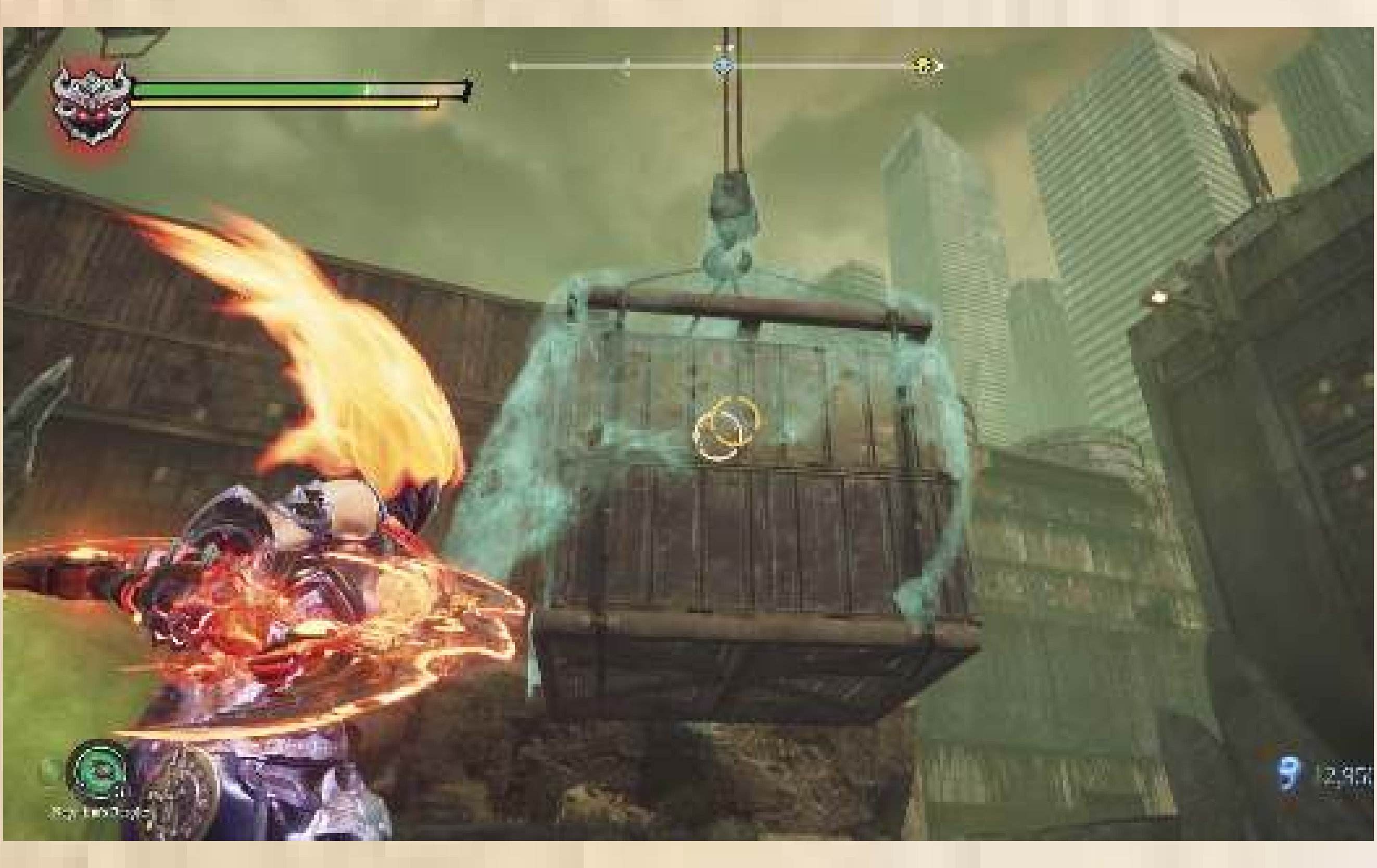


Use Salvation to bait the Undead Beast away from the toxic flood.

➤ LONG-RANGE EXTERMINATION

The Obscuris enhancement lies in the open beyond the tree. It's highly valuable, but don't run after it blindly. First use Salvation to destroy the Poison Mosquito nest on the bridge support to the left; otherwise, you'll likely get knocked into the toxic waters. Elementally-charged insects explode on contact. Destroying their hive with Salvation is the only foolproof way to halt their attacks.

Climb onto the shipping containers to the far western corner of the area and activate the Flame Hollow. Imbue Salvation with fire and toss it at the cobwebs to drop the suspended containers. Flame Jump up the dilapidated warehouse atop the cliff.



SHORTCUT BACK TO USIEL

Burning the cobwebs on the warehouse atop the cliff sets off a chain reaction that causes a crane to topple, dropping a suspended pipe within reach. Now Fury can whip swing back to Festering Pool, should the need arise.

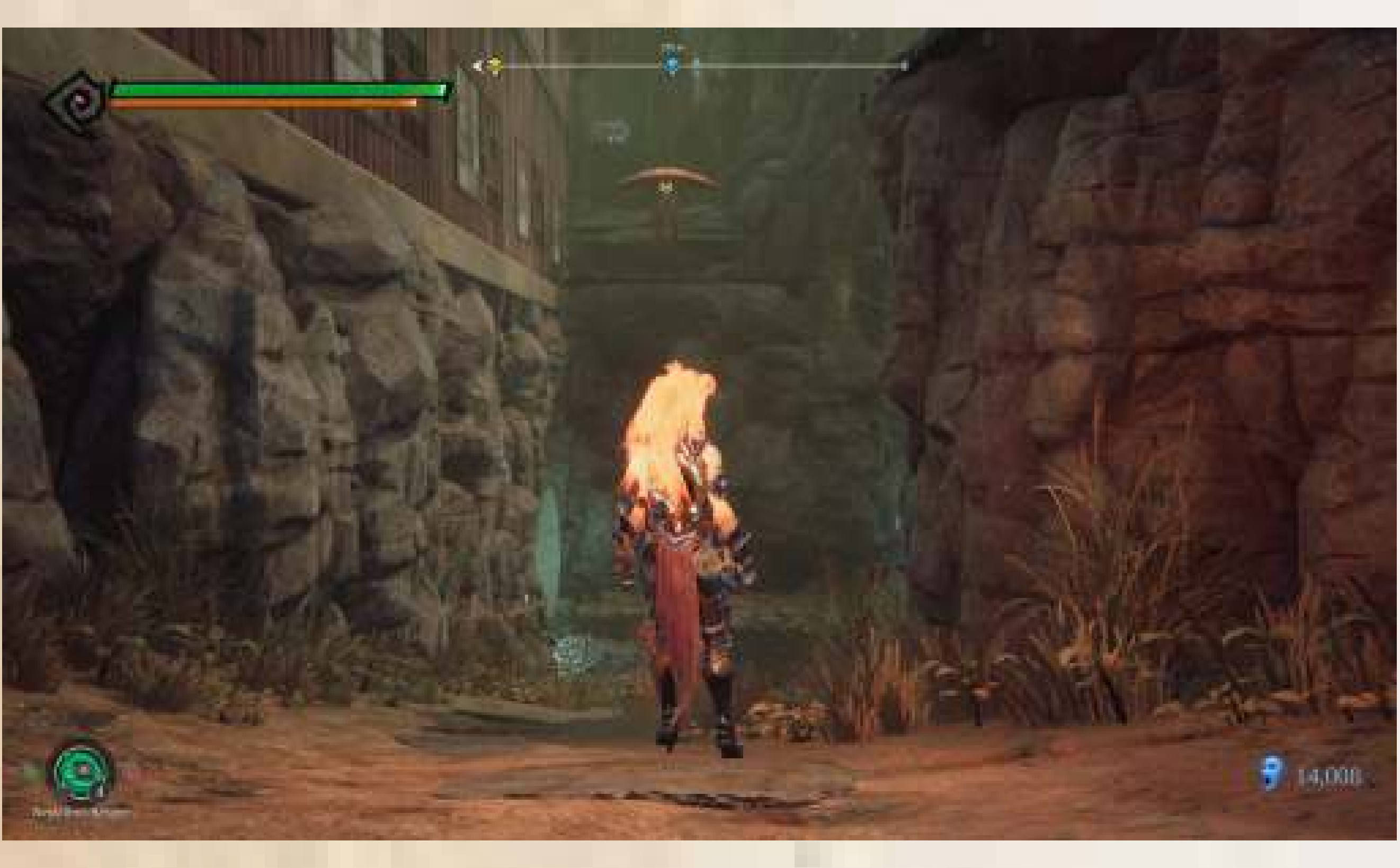
The red and gold Red Undead Angel Raider can fire Arcane projectiles from its broadsword and is a more significant threat than the others you've seen. Be careful not to waken any of the Undead Angels with an errant throw of Salvation, else you might get more than you can handle. Consume a Havoc Shard as you exit the warehouse toward the sound of screaming, as an Undead Scribe leads several others against the Angels around the corner.

Don't hesitate to use Havoc Form if you get cornered.

Eliminate the threat, then use the Salvation crossblade to destroy the hive atop the crates to the right. Break through the crates to find a Fragment of Adamantine and a pile of purple rocks you'll have to come back to later. Exit the warehouse and descend the slope toward the Serpent Hole near the Mansk.

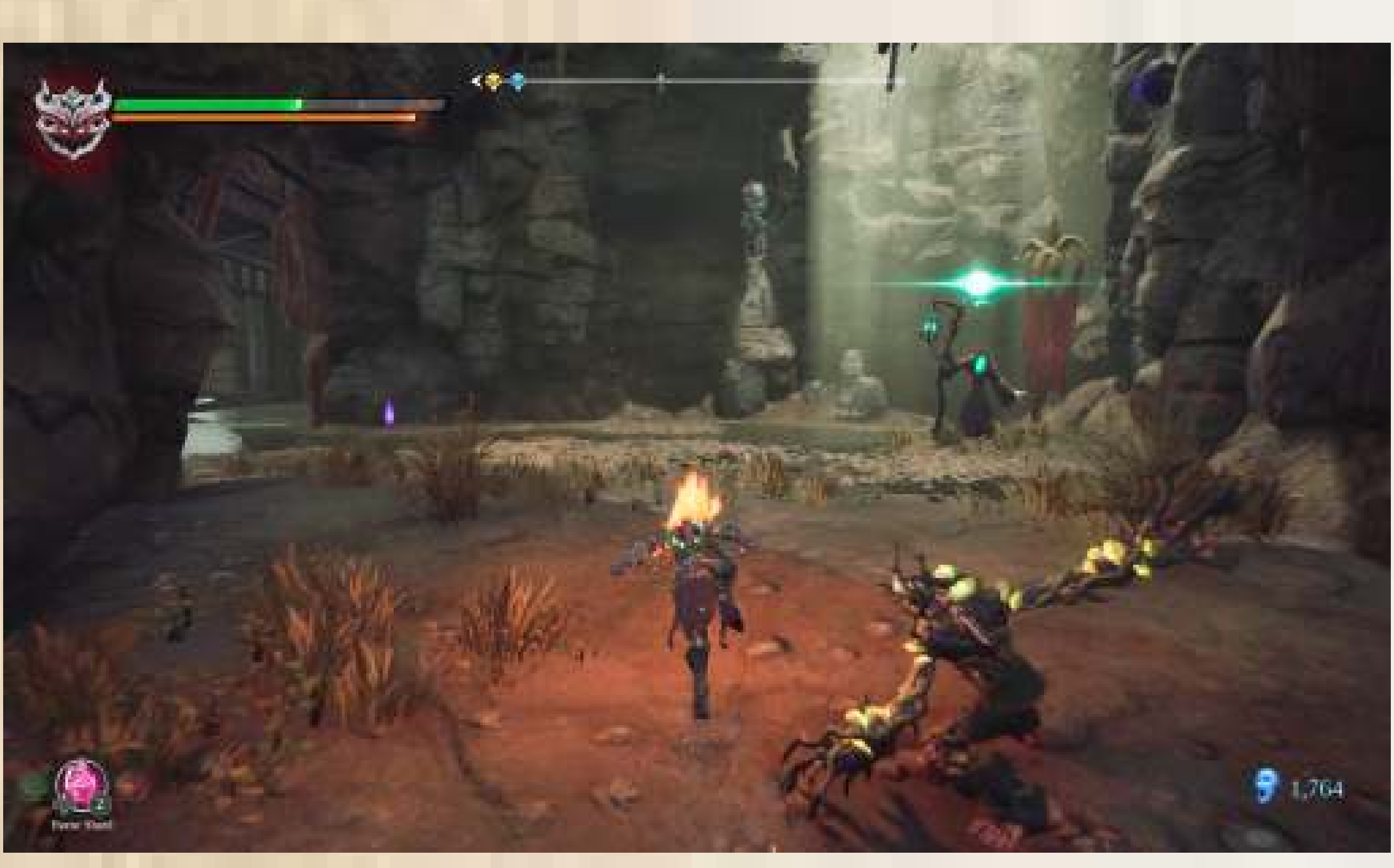
REACH THE CLIFFTOP MANSK

The only way to reach Lust is by finding a way onto the freeway. To do that, Fury must find a way to get the Mansk down off the cliffs above the Serpent Hole. Doing so requires a complex path through the adjacent shipyard warehouses. Naturally, there's a number of undead enemies lurking about, and we'll call attention to any particular threats, but this section focuses primarily on helping you find your way.



Need to find a way to get what's up there down here.

Head through the drainage pipe to the flooded area and collect the Havoc Shard near the two Swamp Swarms. Eliminate the Undead Penitent in the cave to the left and cut the purple meat down from the cocoon near the ceiling. Once you've slain the Undead Angel Brute in the warehouse—be careful as it fights similarly to the Flame Warden, although with much less Health—carry a Bomb Bug over to the bait and use it to blow up the rocks. The flooded cave contains **Incandescent Remains** and multiple Undead Purples.



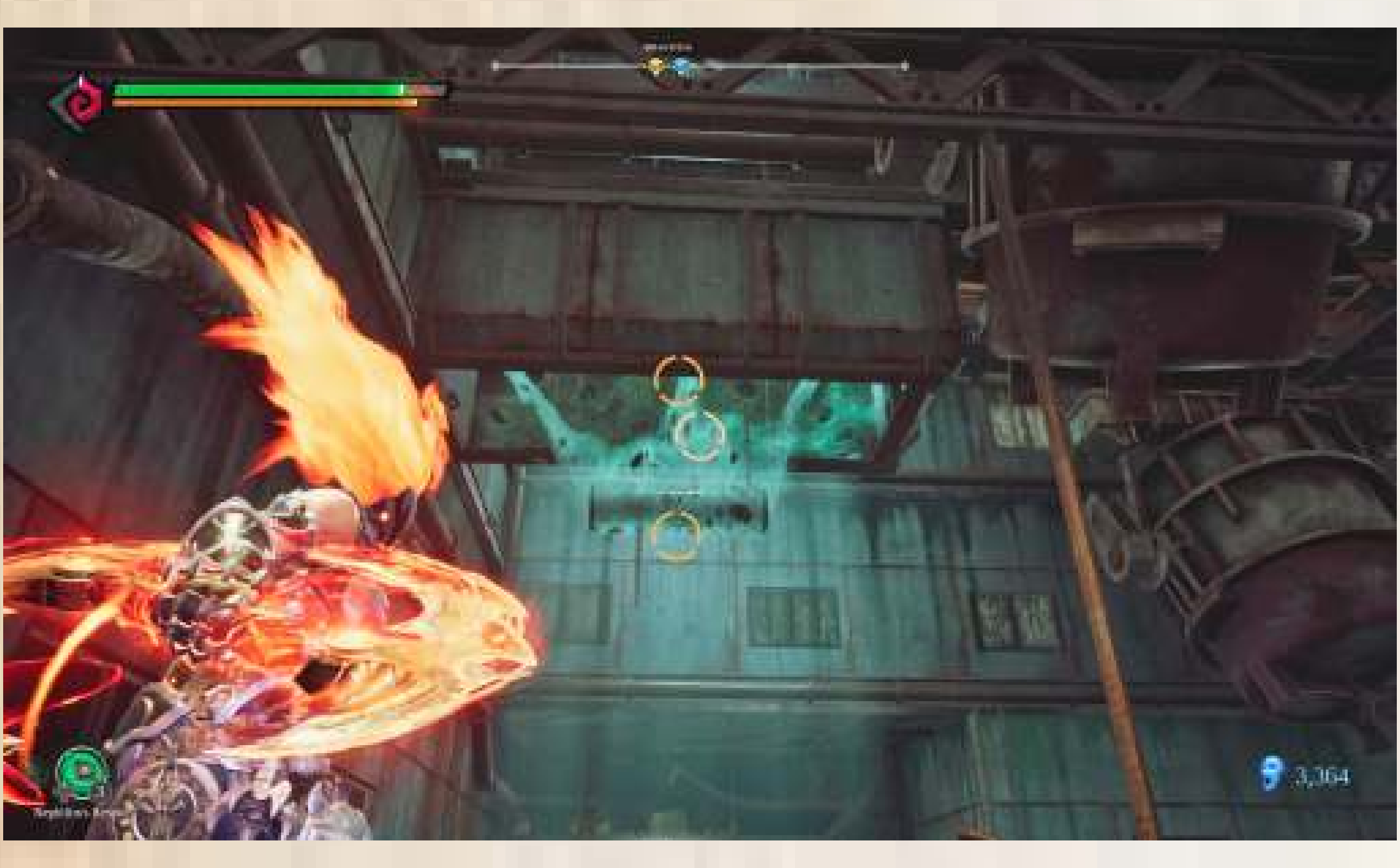
Dash to the Undead Penitent and take him out first.

➤ OPEN THE DOOR

Throw the lever near the Bomb Bug hive to open the gate leading back outside. This will make it easier for you to get back to the action if you die and respawn at the Serpent Hole.

Flame Jump onto the broken stairs on the south side of the room and head outside. Ascend the stairs on the left and make your way to the upper office inside on the right. Fend off the Undead Angel Raider and Flame Jump to the uppermost level to find a **Demonic Artifact**.

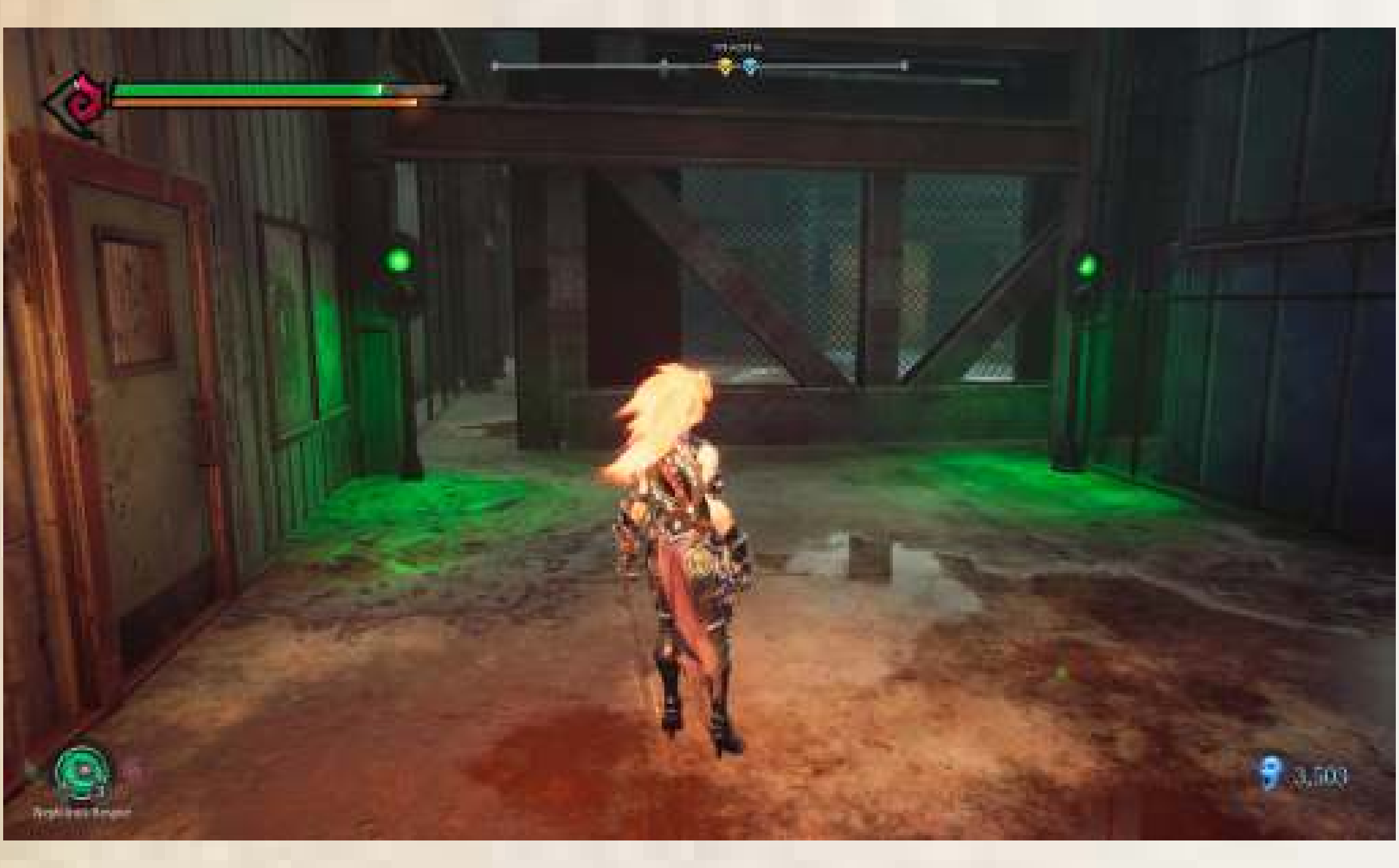
Return to where you entered this area after seeing the massive tentacle outside near the freeway. Throw a burning Salvation at the cobwebs to drop the pipe within reach, then whip swing across to the web-covered room near the second pipe to save a Human. This should be your 10th, earning you an upgrade to your Rider's Mercy the next time you visit Ulthane. Don't miss the Human inside the room to the right of the pipes you'll Whip Swing from.



Whip swing across the pipes in the canyon to reach the next warehouse.

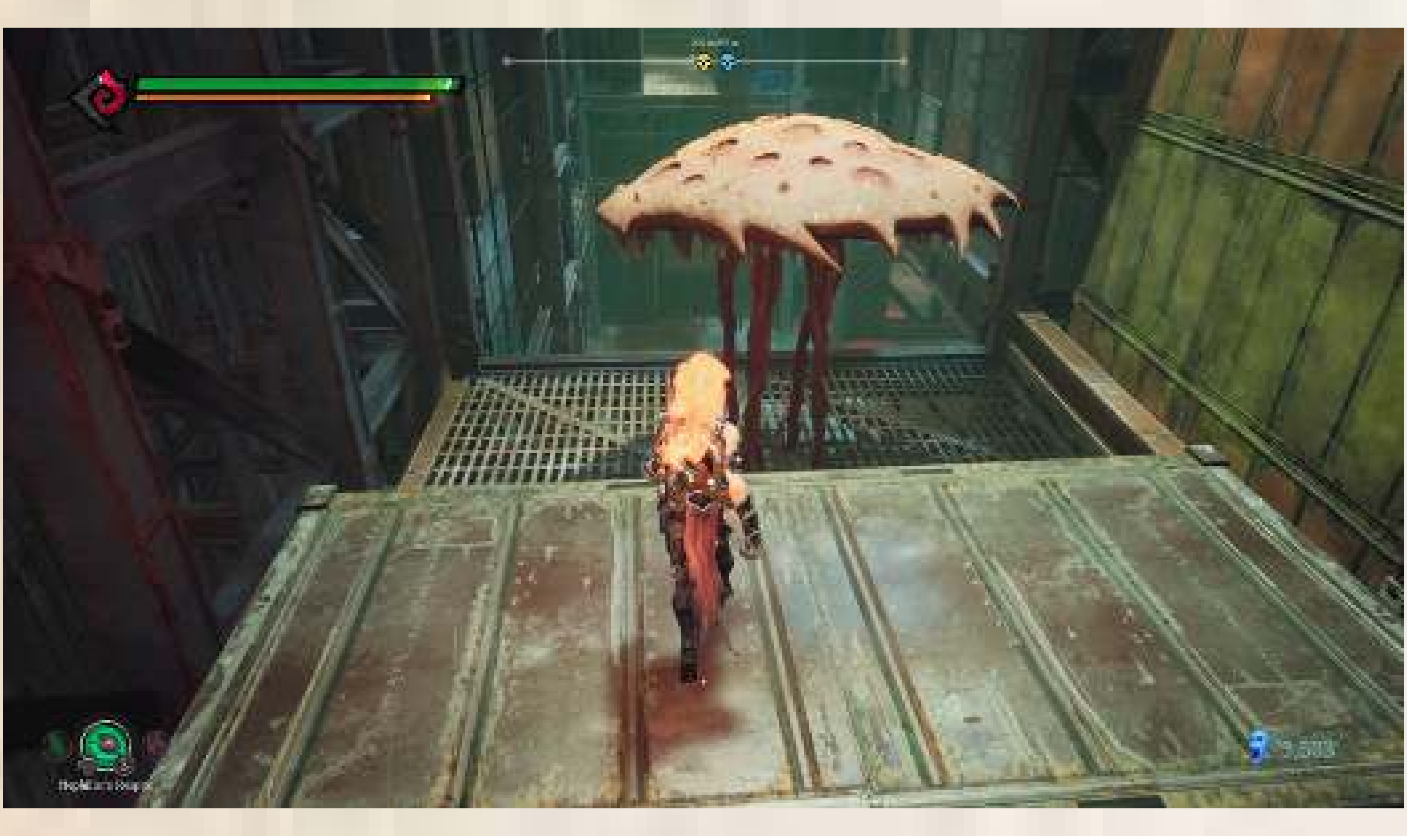
Throw the lever beside the massive sliding gate to access the warehouse. That gate is actually a sliding crane that spans the width of the warehouse, and now, in its green, "open" position, the far exit is blocked.

Though it may seem easy to exit the room—there are purple rocks and purple bait visible—the only Bomb Bug is beyond the gate on the far side. To reach it you must flip the switch a second time to close the near side of the gate. Dash through the opening before the gate closes so you can access the Bomb Bug on the other side.



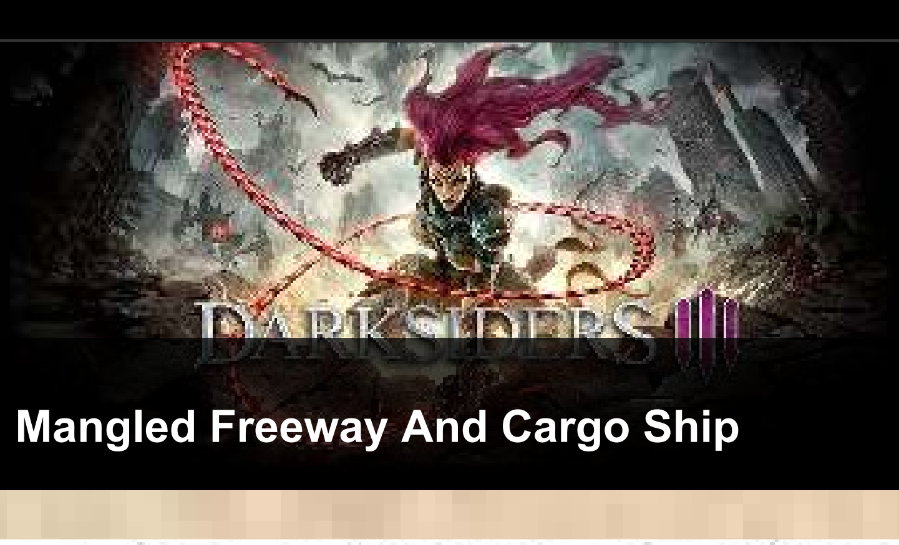
Open the gate, then pull the switch and dash through as it closes.

Toss the Bomb Bug at the bait and then use it to detonate the purple rocks to the west. Run along the path behind the containers and ascend the storage racks to locate a Mansk. This one won't help you reach the freeway, but it will help you get back outside the warehouse. Knock it down to the lower level and over to the northern side of the room so you can reach the upper path leading back outside. Before you go, however, grab a second Bomb Bug and leave it feasting at the bait.

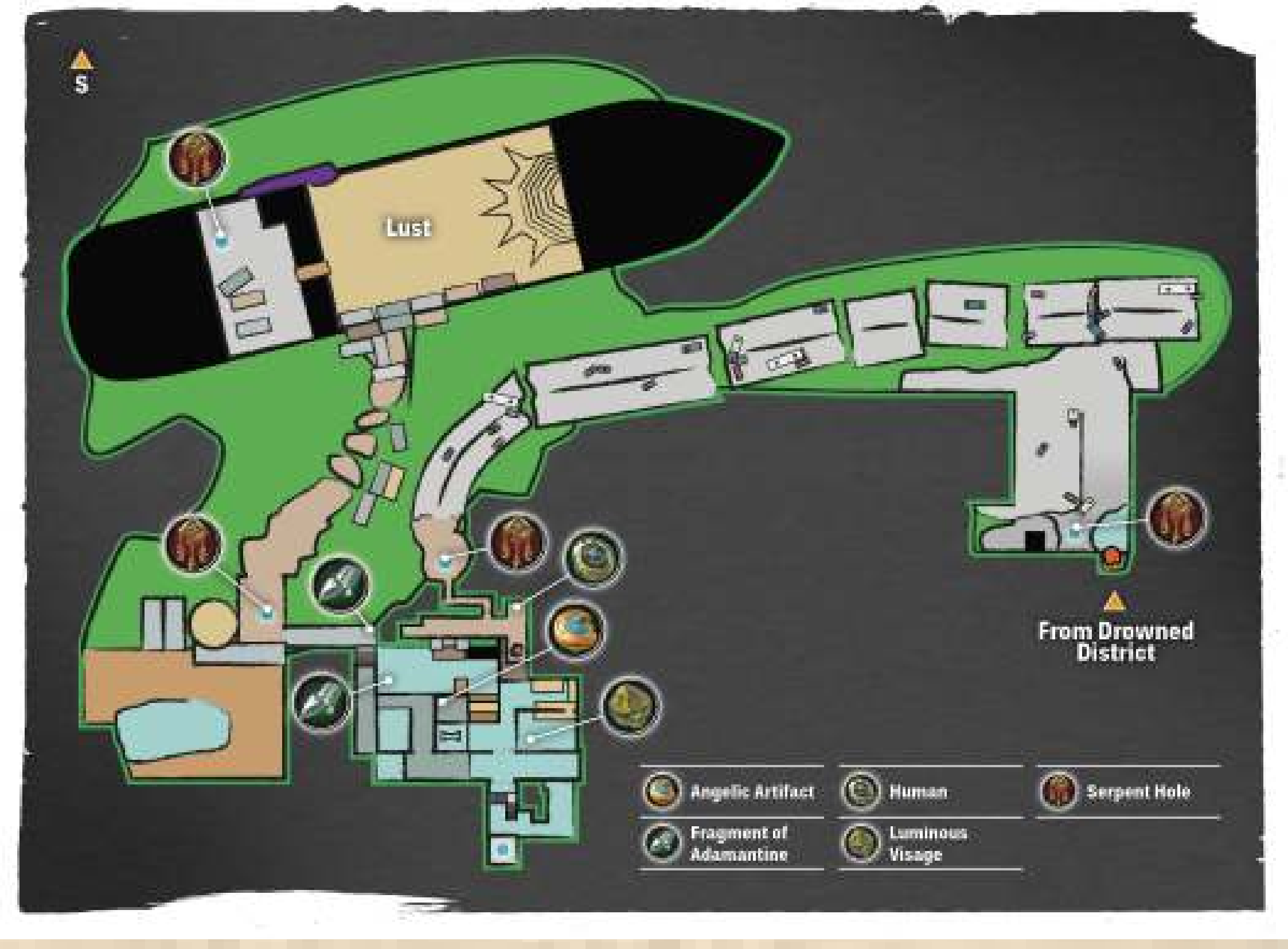


Use the Mansk to exit the warehouse and to get a **Demonic Artifact** from above the open gate.

Open the gate and throw the Bomb Bug at the purple rocks on the south side of the room. Drop through the hole to reach the Mansk on the cliffs above the Serpent Hole. Drive it up the slope toward the freeway and use it to reach the roadway.



Bonelands: Mangled Freeway And Cargo Ship



HIGHWAY TO A CARGO SHIP

Follow the roadway east toward the ship in the distance, taking note of the massive tentacle that seems determined to aid your progress. A smattering of enemies will put up a fight, but none are of note save for the Undead Beast. The narrow roadway limits your ability to dodge its Arcane fire and ground pound attacks, so watch your Health Meter closely and don't hesitate to trigger Havoc Form.

The Undead Beast serves as the main threat along the freeway.

The next Serpent Hole isn't far. Descend the crumbling road surface to find Vulgrim near another warehouse. If you were planning a trip back to Maker's Forge, put it off for one more minute. First, crawl through the ventilation duct to find a **Human** in the next room.

Drop through the hole in the floor around the corner from the man you saved and chase after the Undead Angel Raider. Hit him with the Salvation crossblade when he's not looking, then back away and hit him again as he flies past. Drop into the watery trench, go left, and uncover the ductwork behind the wooden crates. Crawl through and fight the Undead Purple for the **Luminous Visage** in the corner.

Proceed along the flooded hallway to the gate control. This opens a gate outside the Festering Pool Serpent Hole. Reset your respawn location and continue around the corner, where the tentacle makes another appearance.

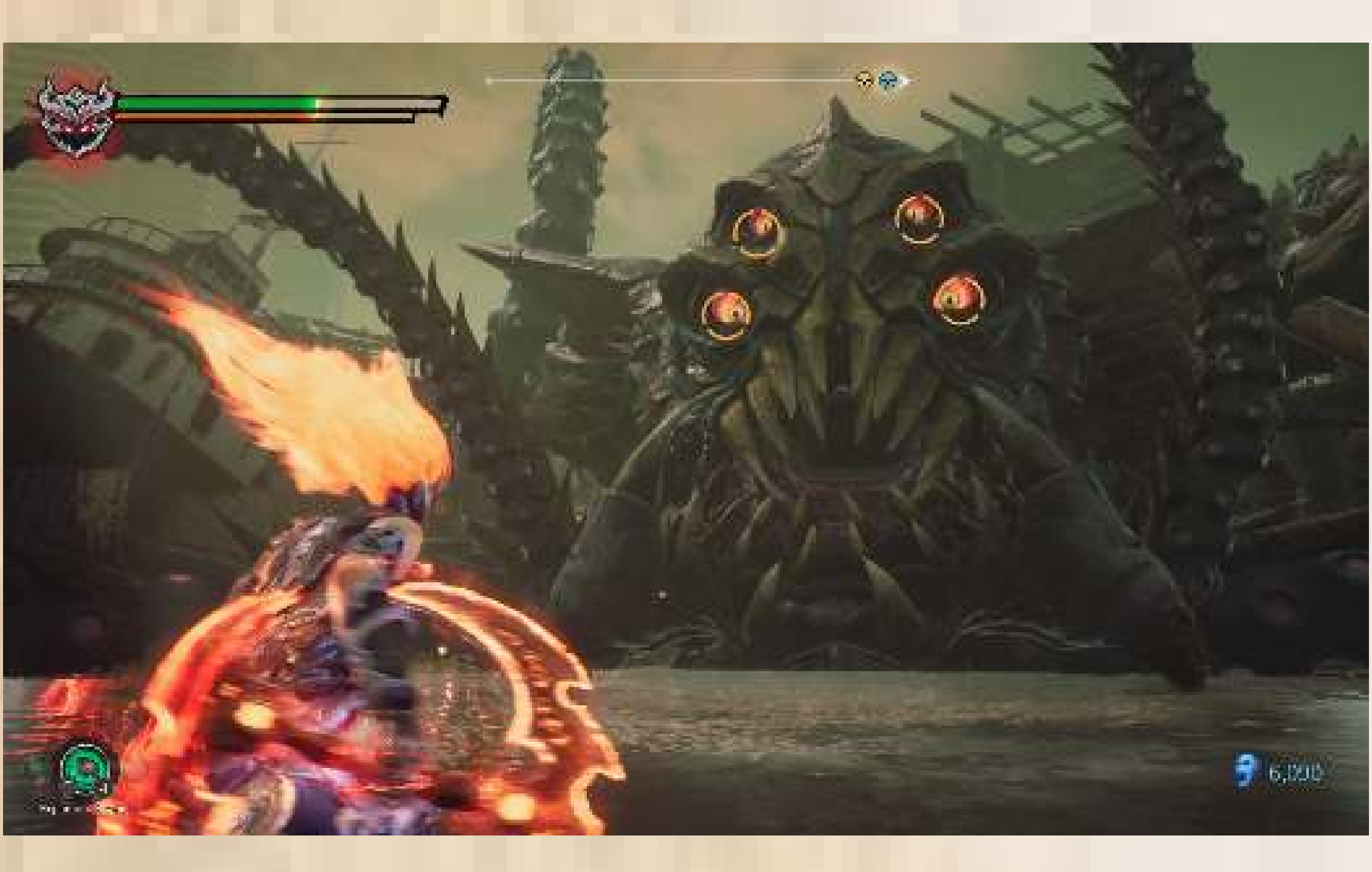
Flame Jump from the blue container to the ledge on the right. Whip swing across the gap and round the corner to where the Undead Scribe is located. This is a great time to unleash Fury's full elemental might. Cast the Twin Tempests Wrath Attack, then leap into the air and unload atop the enemy with a flaming Apex Scorch charged attack. Stick close to where you enter the room to avoid being surrounded by the Swamp Swarm being summoned by the out-of-reach Undead Penitent.

Flame Jump up the stack of containers to the south, grab the pickup, and throw the lever to open the gates. Top off your Health and continue east.

ESCAPE THE SEA CREATURE'S CLUTCHES

The massive sea creature that's been stalking her progress has Fury in its grasp. Fortunately, Fury's quick thinking causes it to drop her in a water area not far from Lust's ship. Now it's up to you to injure the creature badly enough to create an opportunity to slip past.

The creature will lash out with its tentacles every few seconds for as long as any of its eyes are uninjured. The only way to get past it is to target all four of its eyes in a single throw with the Salvation. You needn't imbue it with a Hollow's effect. Just tag all four eyes and throw. Then, as the creature coils up in pain, slip past it on the right. The next Serpent Hole is steps away!



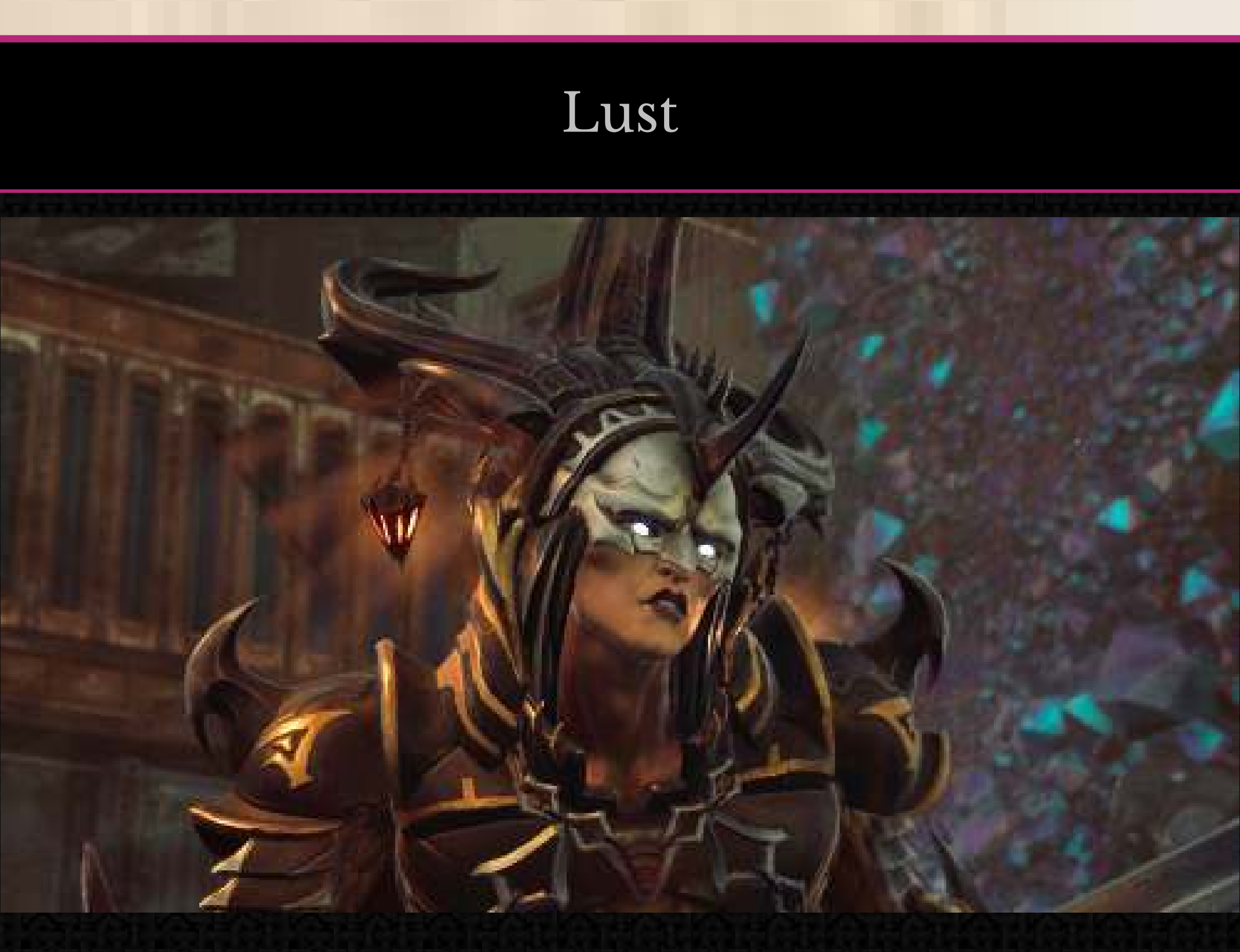
➤ OPEN ALL GATES

Throw the lever beside the Serpent Hole and reenter the warehouse to find a Fragment of Adamantine. Open the gate at the end of the hall to make return exploration easier later.

ALL THINGS TO ALL PEOPLE

Lust's cargo ship is up ahead, across the spit of land leading to a tear in the ship's hull. Top off all of your meters and take a moment to prepare for battle by equipping weapon enhancements that boost your Physical Protection and Damage, such as the Juggernaut, Fortifier, and Obscuris. The latter will aid in your ability to dodge Lust's attacks. Consume a Havoc Shard but don't trigger it until the battle's second half.

Lust



Backhand Spin Slash: Lust saunters up then swiftly spins around, slashing outward with a backhanded sweep of her sword. Beware this attack whenever she's not holding the sword blade down.

Dashing Jump Slash: She'll close on Fury's position by dashing forward and twirling through the air, slashing as she lands.

Flipping Slash: Lust will occasionally leap high into the air and do a front flip over Fury's head, slashing as she flies overhead.

Charged Slash: The most basic of her attacks, this standard charged sword attack can be easily dodged.

Lust is simultaneously the most ordinary of the Deadly Sins and also the most beguiling. Make no mistake about it; her velvet tongue is a weapon that will be used against you. But for now, your chief concern is her swordsmanship. Fighting like a highly trained fencer—albeit with the athleticism of a gymnast in low gravity—Lust strolls around her throne room, lulling you into a false sense of confidence, only to strike with lightning-quick attacks when you least expect it.

Consume a Fortification Shard as soon as the battle begins. Though Lust has few tricks up her sleeve, it can take time to adjust to her speed and leaping ability. Her fighting style could best be described as nonchalant, but don't confuse her ease for laziness. Though she'll often hold her sword in a downward direction, blocking any whip or spear attacks you attempt, she can often adjust to block any number of attacks.

It's important to constantly be dodging backward and to the side to keep a safe distance from her. Throw charged Salvation attacks at her throughout the fight. Often, she'll block it as the weapon leaves your hand, but the crossblade's boomerang nature can score a hit on the return trip. Sometimes this will even interrupt her attack, creating an opening for you to attack.

It's all about dodging and countering with Arcane Counters. The Volcanic Charge is a particularly useful counter, but there's no reason not to take it a step farther. Trigger the Immolation attack at close range to light Lust on fire and to add a flaming effect to each of your attacks. Pepper her with attacks to drop her Health to the halfway point. This is when things get interesting…

Usiel leaps into the arena to offer assistance, but he's no match for Lust's seductive promises. Severing his vow to Fury, he raises his massive bell alongside Lust and attacks.

Usiel doesn't have the speed to keep pace with Fury and Lust as they cartwheel and dash around the arena, but he will do his best to catch up. And when he does, his massive bell can inflict significant damage and knockback. There's little reason to attack Usiel, so focus your attacks on Lust exclusively. Lure her away from Usiel and trigger Havoc Form when you get her alone. You should have time to truly weaken her, while being immune to any attacks from Usiel.

Top off your Health Meter and consume a Frenzy Shard as soon as your Havoc Meter runs dry. Be mindful of Usiel's whereabouts but continue to focus on Lust. Dodge away from Usiel's bell and then unleash a barrage of Ember Flurry combos with the Chains of Scorn.

➤ FOR WHOM THE BELL TOLLS

If you're interested in unlocking an Achievement/Trophy—and having a favor owed to you later in the game—then spare Usiel. Focus your attacks on Lust and do all you can to avoid killing him. Watch Lust's damage closely and press the Grab button when prompted to end the fight without having to kill Usiel. Visit Usiel after the battle to receive the Fafnir Enhancement.

DARKSIDERS III

Gluttony

Path to Gluttony

Pulsating with the power of Force itself, Fury returns to the Cargo Hold, deeper into her quest and with an ally indebted to her. The sea creature that so haunted her every movement throughout the Bonelands isn't far, nor is it any harmless being. The tentacled, four-eyed monstrosity is Gluttony, and it can't wait to lure Fury to its home within the Depths.

Fury's Path

Pursue Gluttony into Forgotten Lake.

Explore the colorful depths of the lake.

Eliminate the Templar of the Damned (optional).

Find the missing sword.

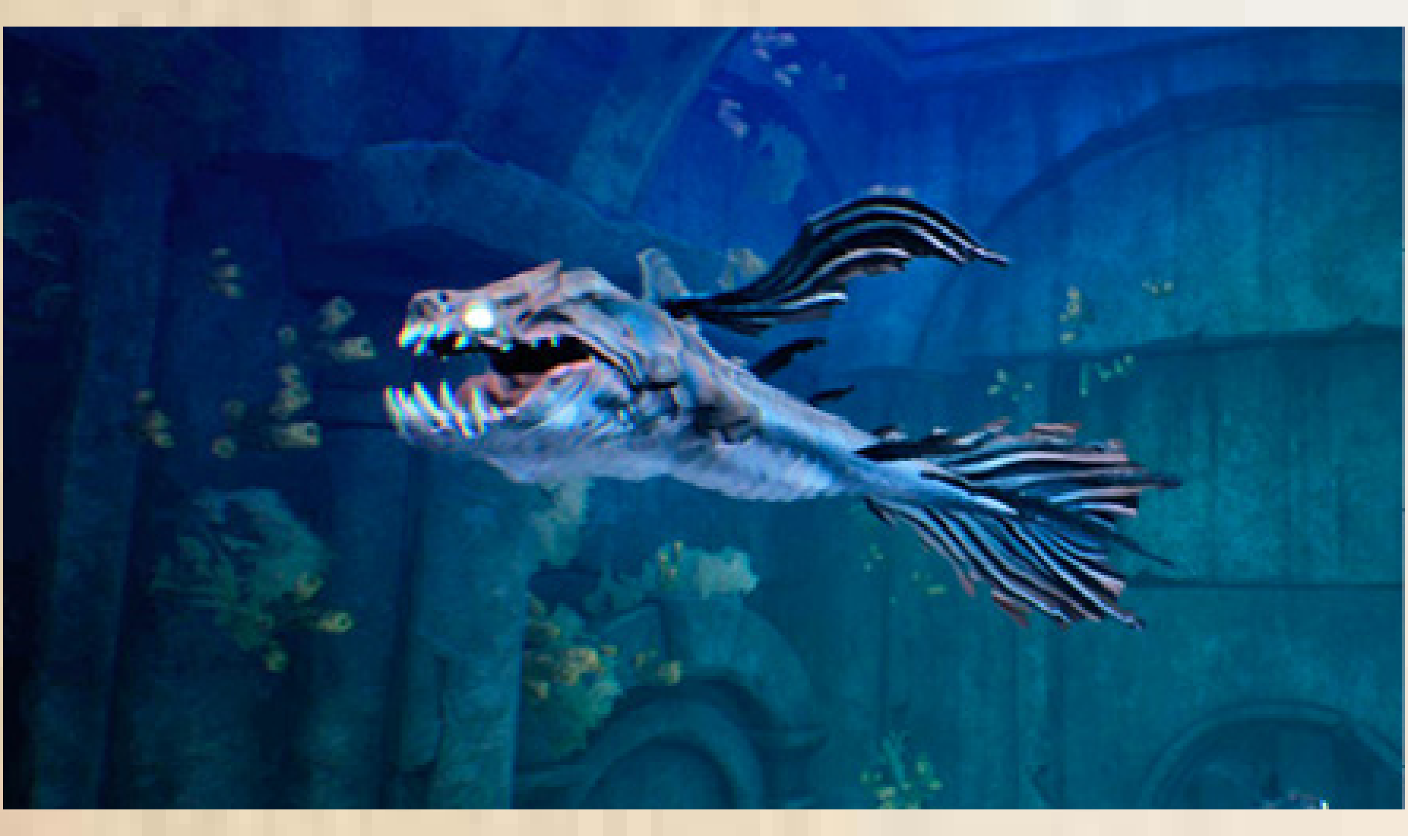
Navigate the caves leading to the Sunken Tracks.

Redirect the train car onto the western track.

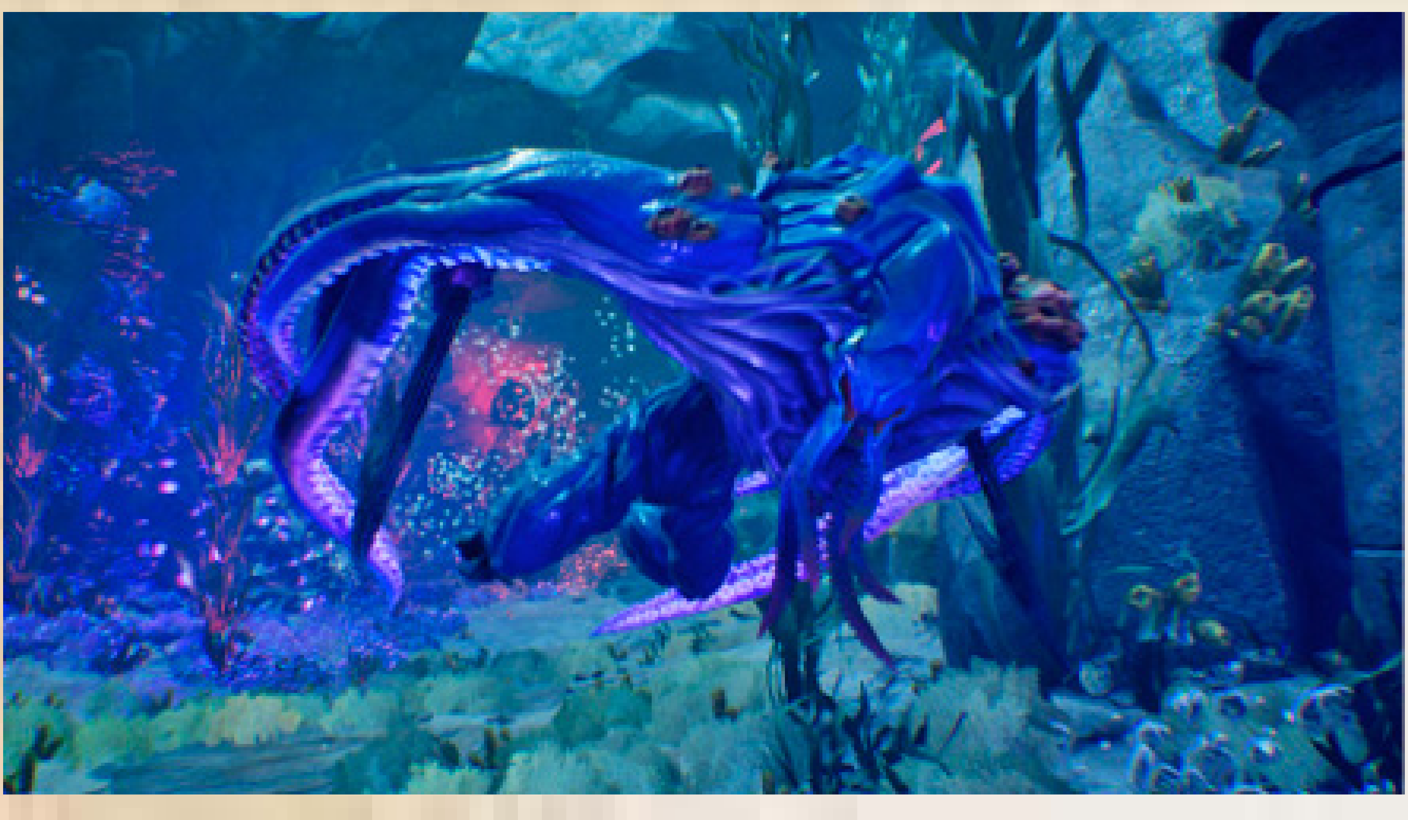
Defeat Gluttony

Battle Prep

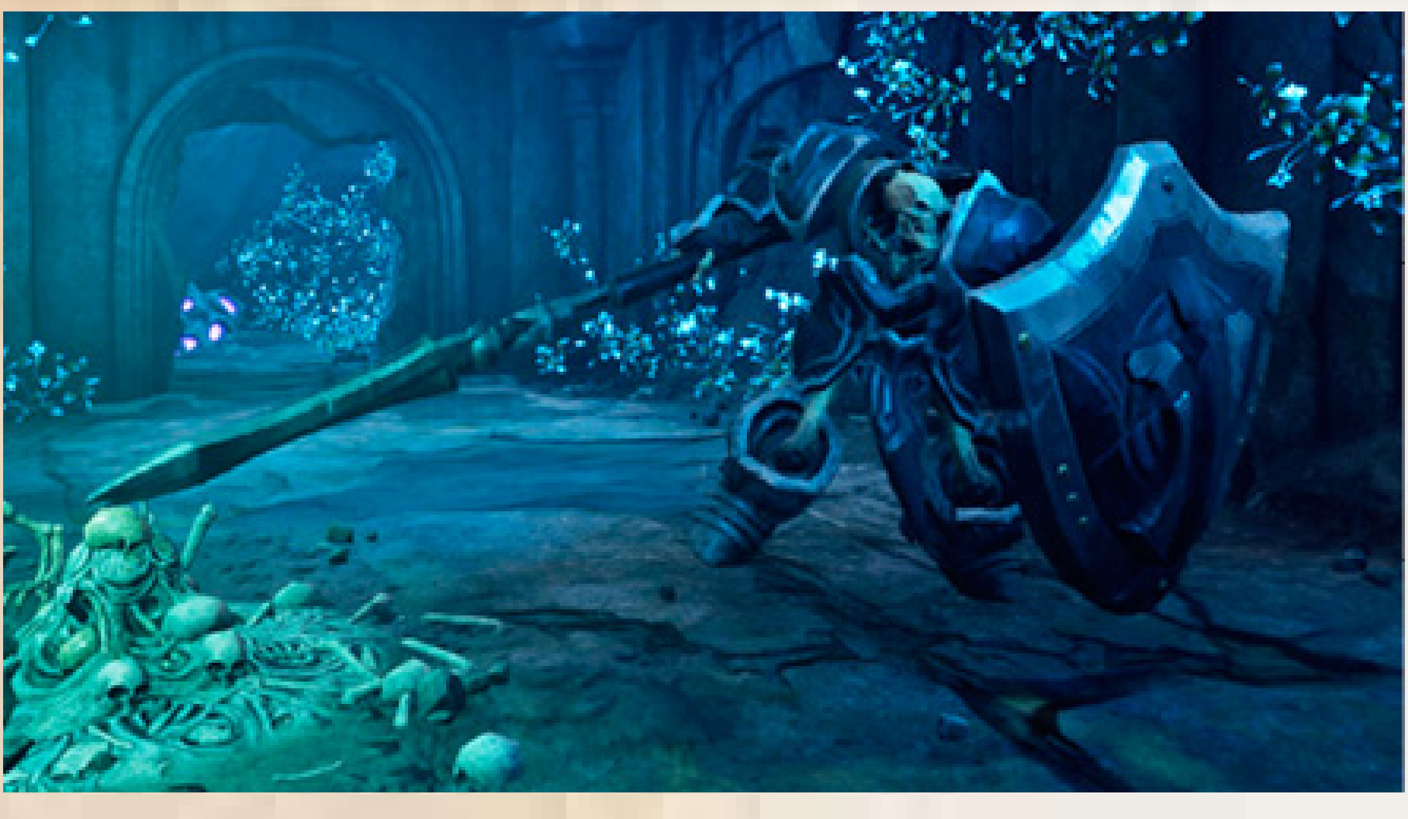
New Encounters



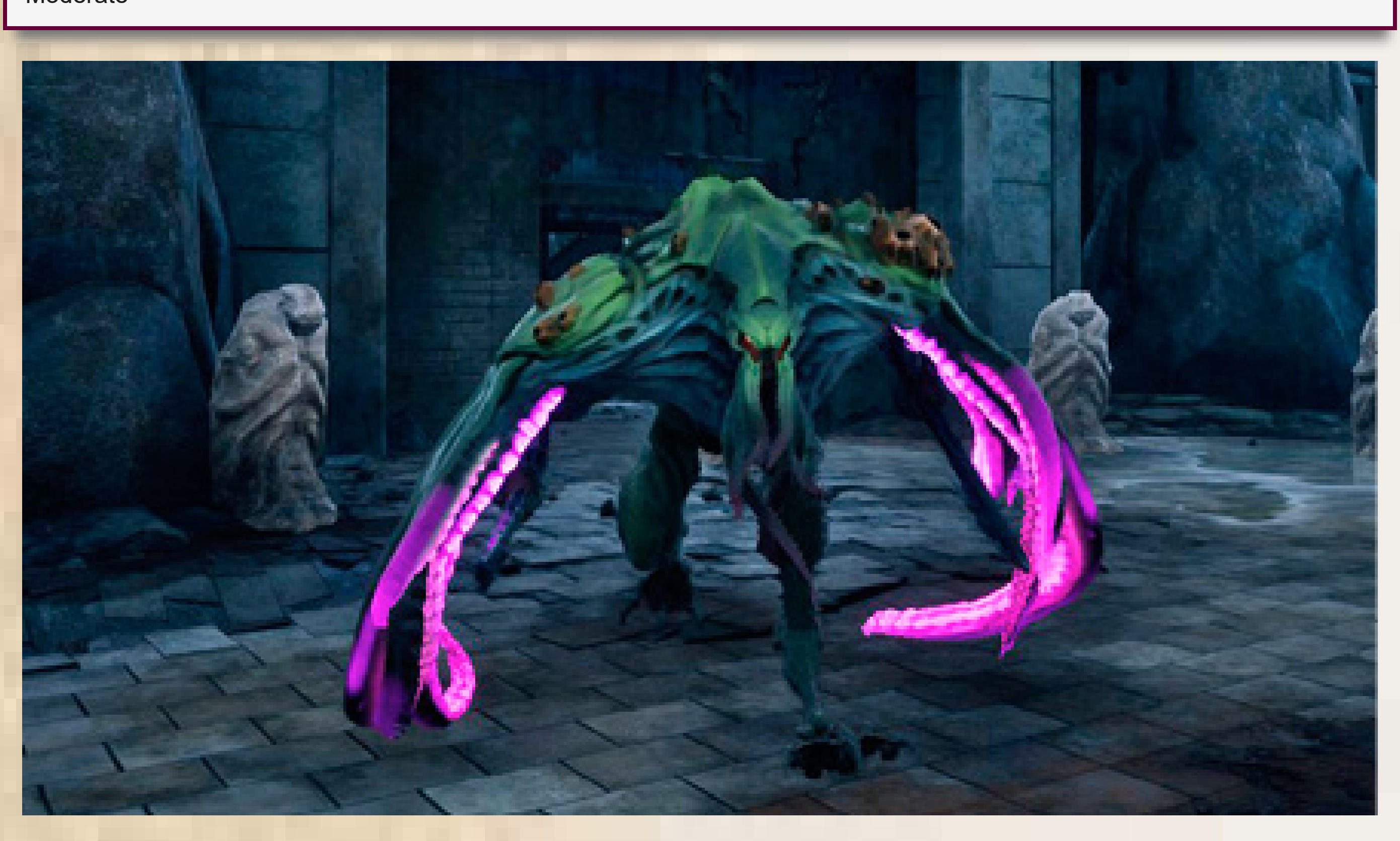
Name
Demon Fish
Class
Fish
Habitat
Depths
Threat Level
Low



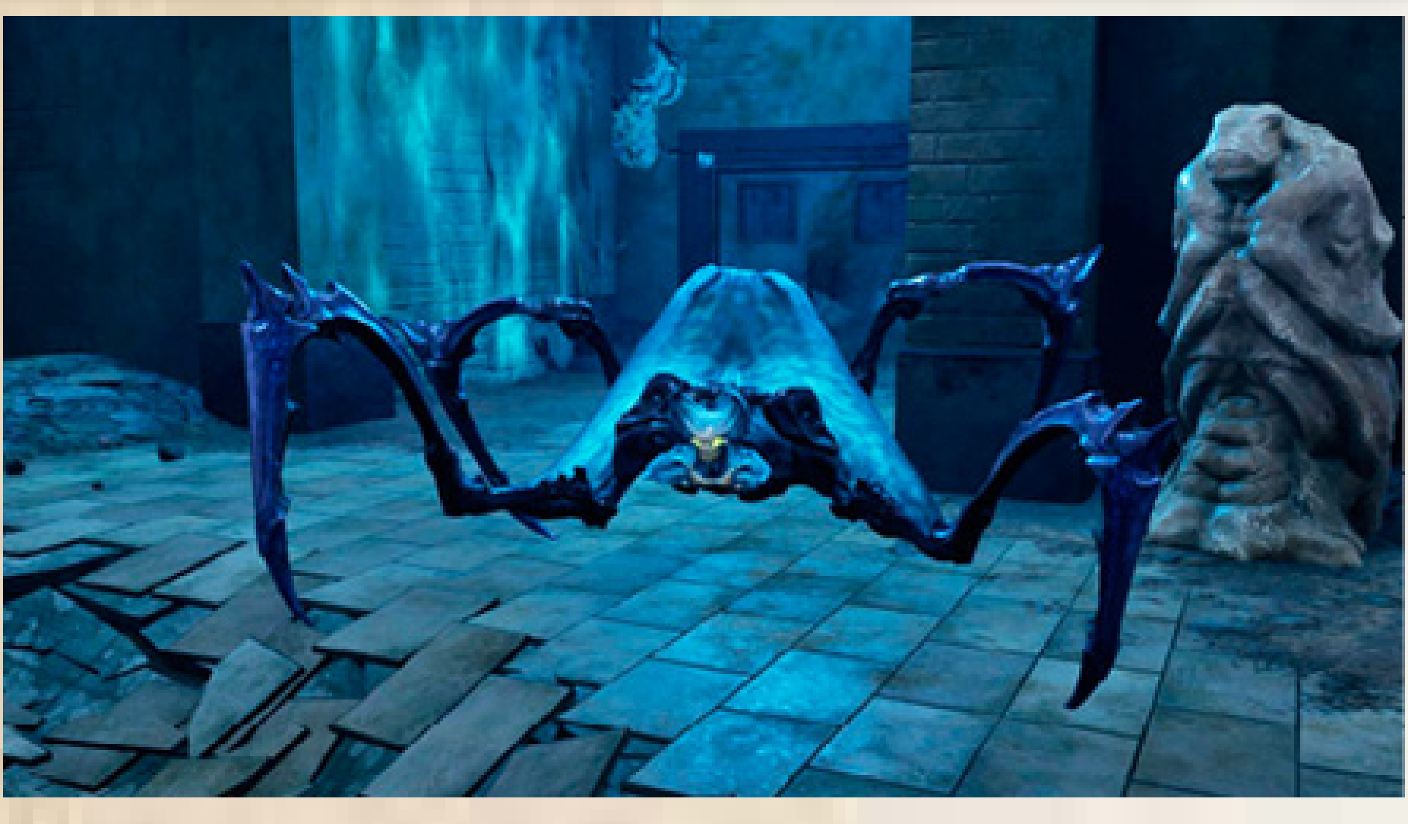
Name
Deep Lurker
Class
Fish
Habitat
Depths
Threat Level
Moderate



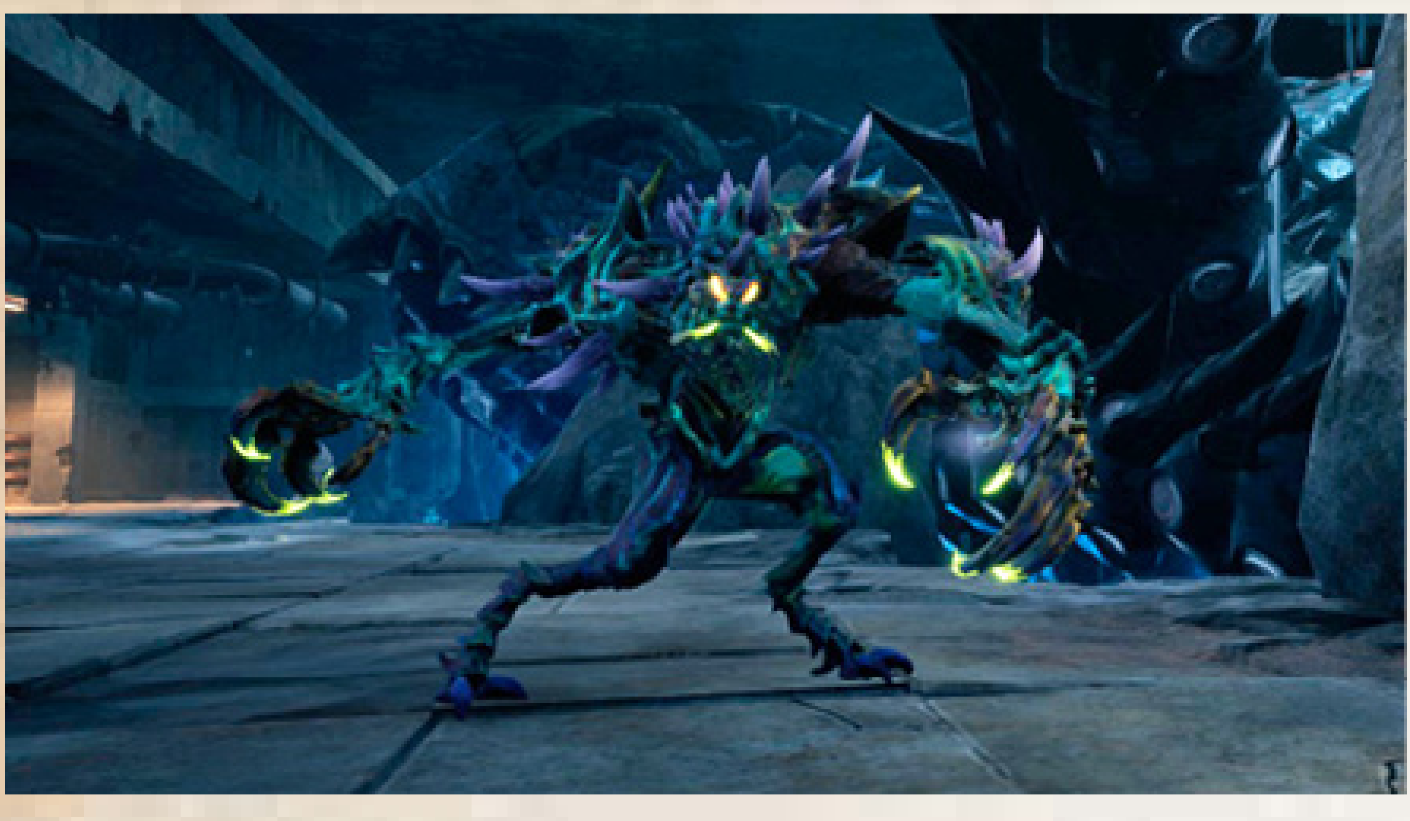
Name
Undead Champion
Class
Skeleton
Habitat
Depths
Threat Level
Moderate



Name
Walking Deep Lurker
Class
Fish
Habitat
Depths
Threat Level
Moderate



Name
Blue Mimic
Class
Insect
Habitat
Depths
Threat Level
Moderate

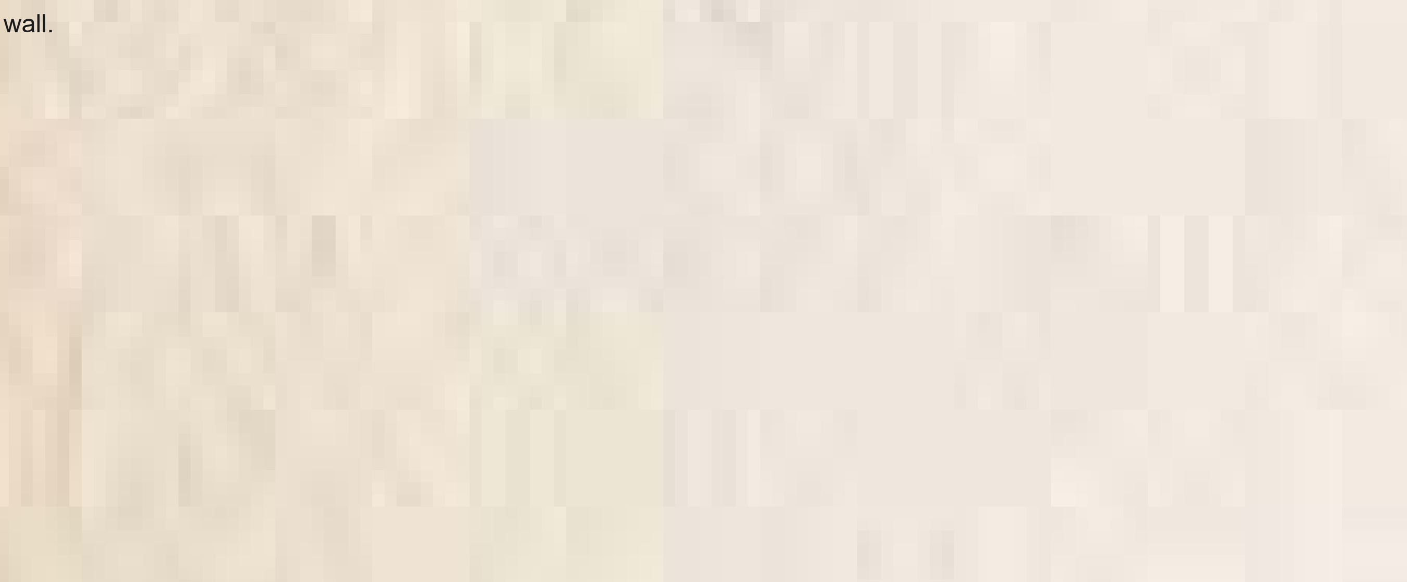


Name
Ranged Minion
Class
Minion
Habitat
Depths
Threat Level
Moderate

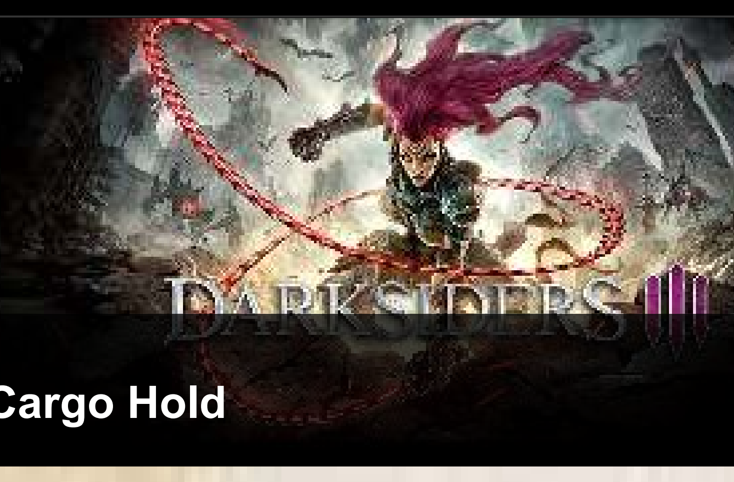
Fury's trip through the Depths features a lot less combat than earlier areas, but that isn't to say it will be easy. Many of the creatures here resemble those encountered elsewhere, especially from the Nether, but they pack quite a bit more punch here. Nevertheless, much of the challenge posed in the Depths comes from the environment itself—and the difficulty of navigating its underwater labyrinth. It's best to take your time and be thorough. The Force Hollow allows access to numerous paths that may have escaped your attention. Seek out the purple coral and shatter every piece you encounter, as there are plentiful items tucked away in secret tunnels and caves.

It's worth aiming to be at least level 42 prior to the fight with Gluttony. Consider purchasing any necessary Slivers of Adamantine to perform the early upgrades for Mallet of Scorn, while continuing to upgrade the Barbs of Scorn to +8. This region contains both an Invigoration Core and a Rejuvenation Core, providing some useful upgrades to Fury's healing ability.

Save the Humans

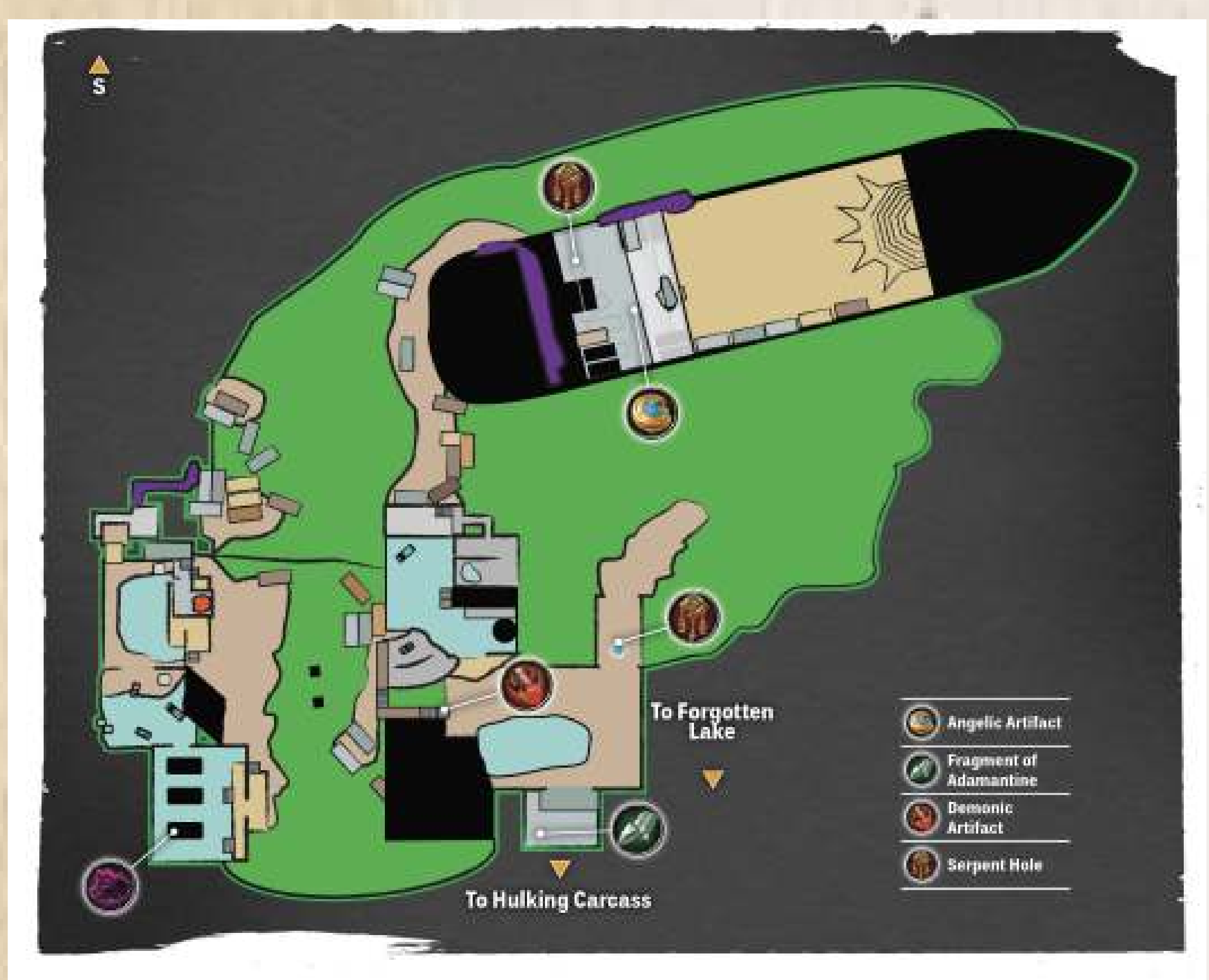


12. Before leaving Forgotten Lake, Flame Jump onto the collapsed building floor to the south, then again to leap over the wall.



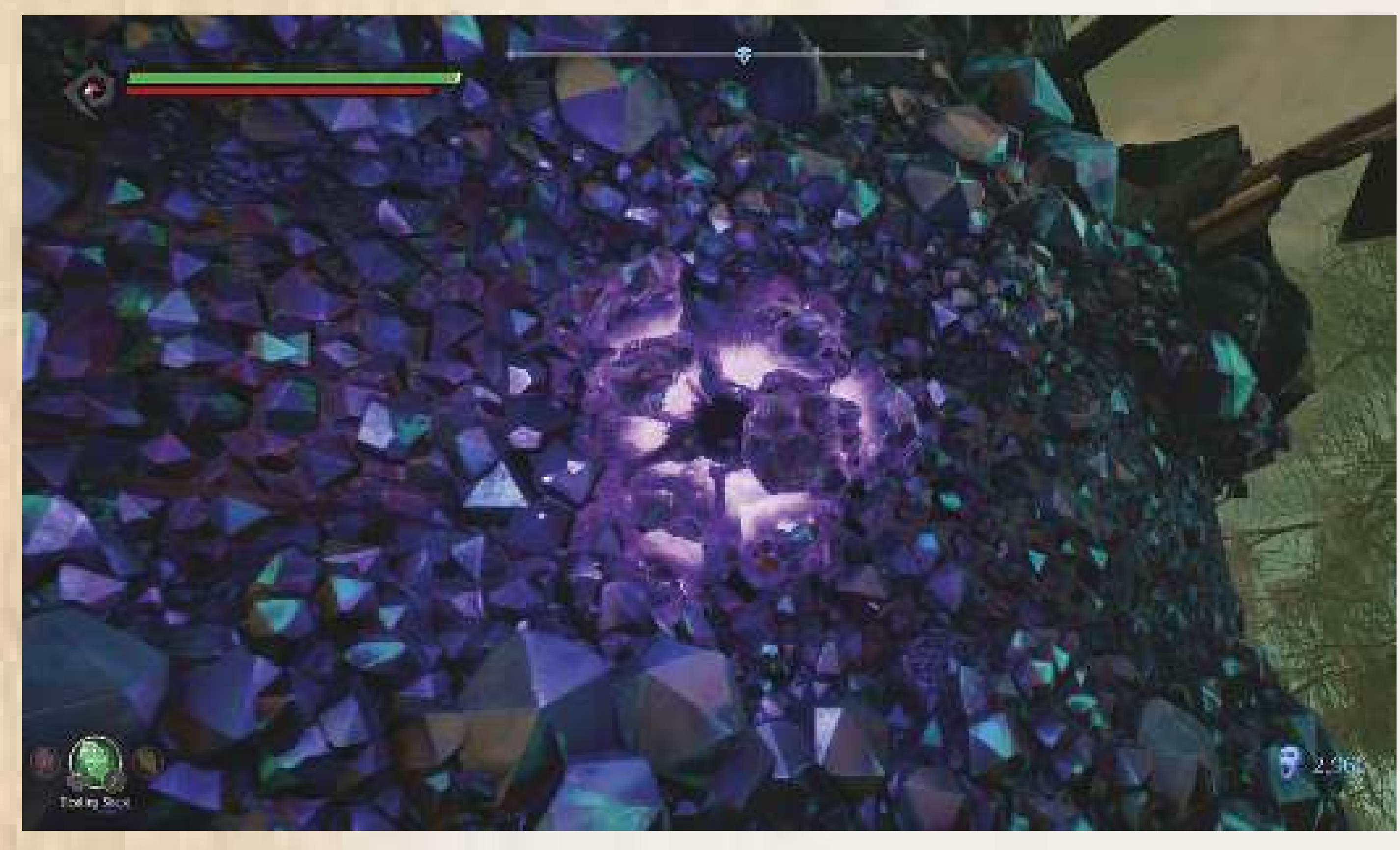
Gluttony

Bonelands: Cargo Hold



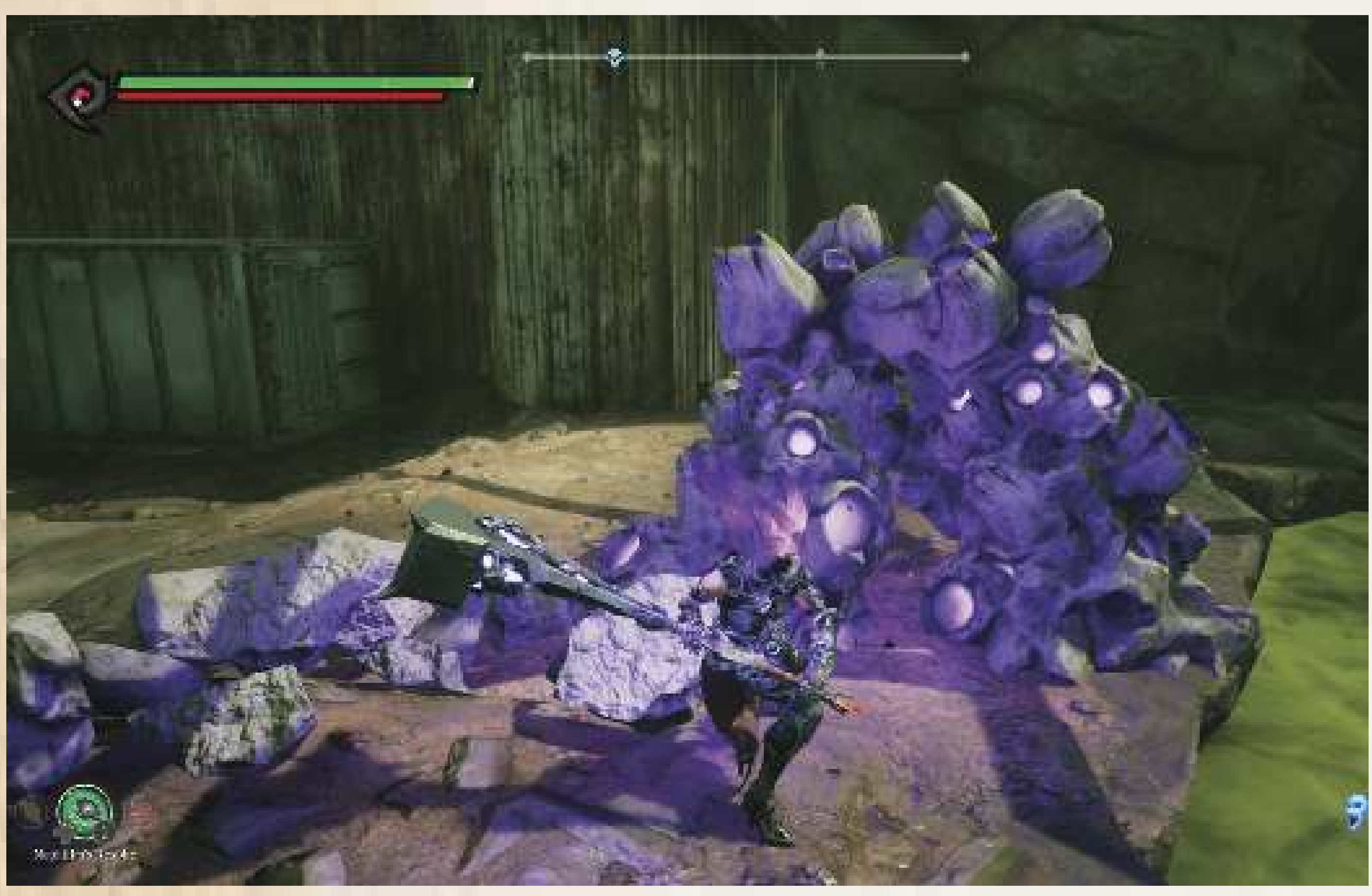
TIME FOR A SWIM

Leap out from behind the storage containers near the Serpent Hole and collect the **Luminous Visage** dropped by Lust. Approach the purple crystals in the corner while using the Force Hollow, leap into the air, then hold the Jump button. Doing so transforms Fury into a Force Ball, allowing her to magnetize onto the purple crystals. Roll along the path to scale the wall and reach the uppermost level of the ship.



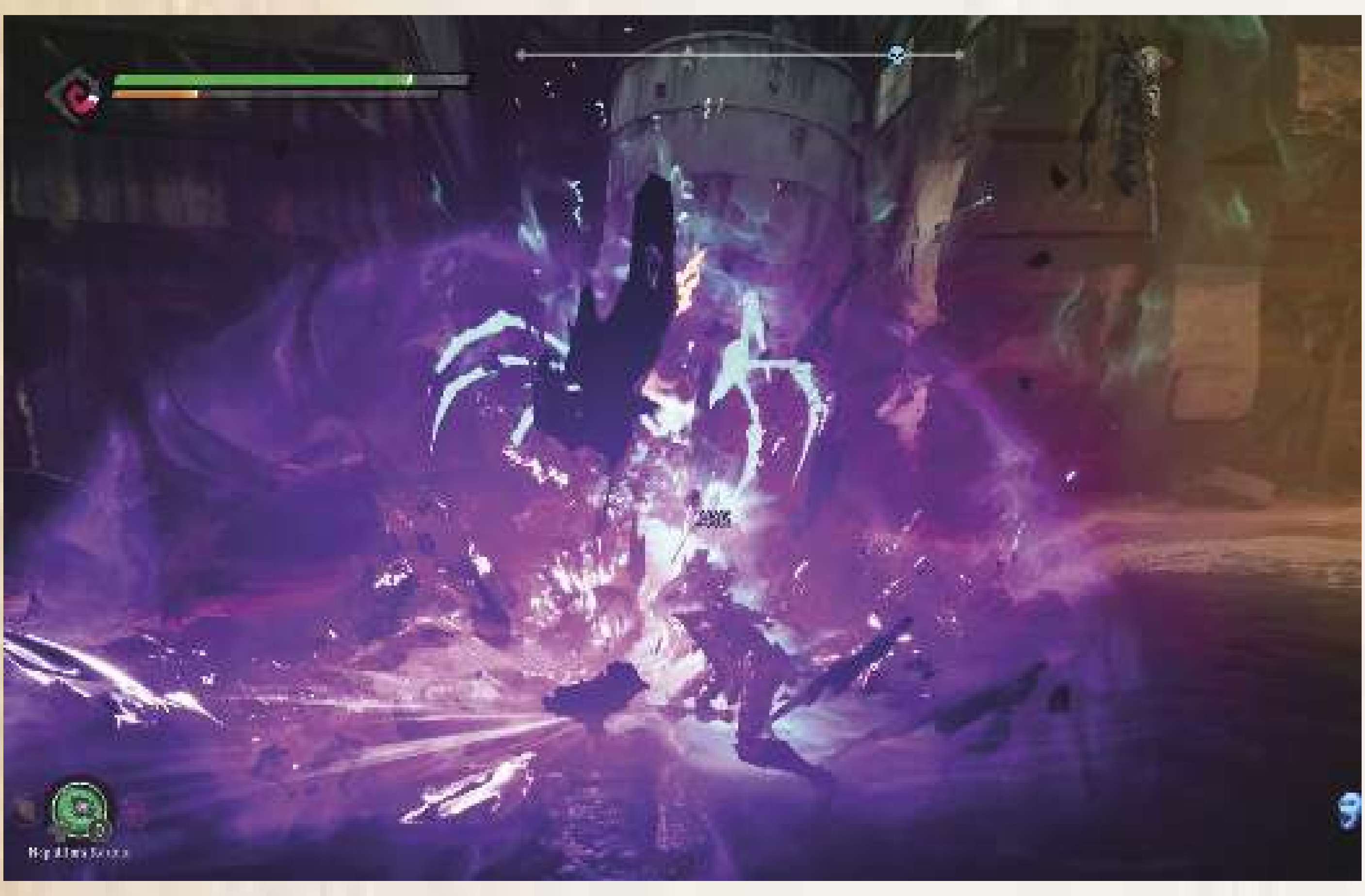
Grab the **Angelic Artifact** and approach the purple coral growing along the wall. Thanks to having the Force Hollow, Fury no longer needs a Bomb Bug to break through these rocks. Charge up the Hollow attack to unleash a Moonshot attack with the Mallet of Scorn. Leap across the gap and use the Force Ball ability to cling to the next Force surface.

Roll along the ship's stern to the far end of the path and drop to the ground below. Walk alongside the Watcher as she shares her take on the situation at hand. Use the Mallet of Scorn to shatter the numerous coral assemblages near the containers. The Lurcher Crystals will no doubt come in handy. Charge up Salvation with the Force Hollow active and fling it through the rocks on the side of the warehouse.



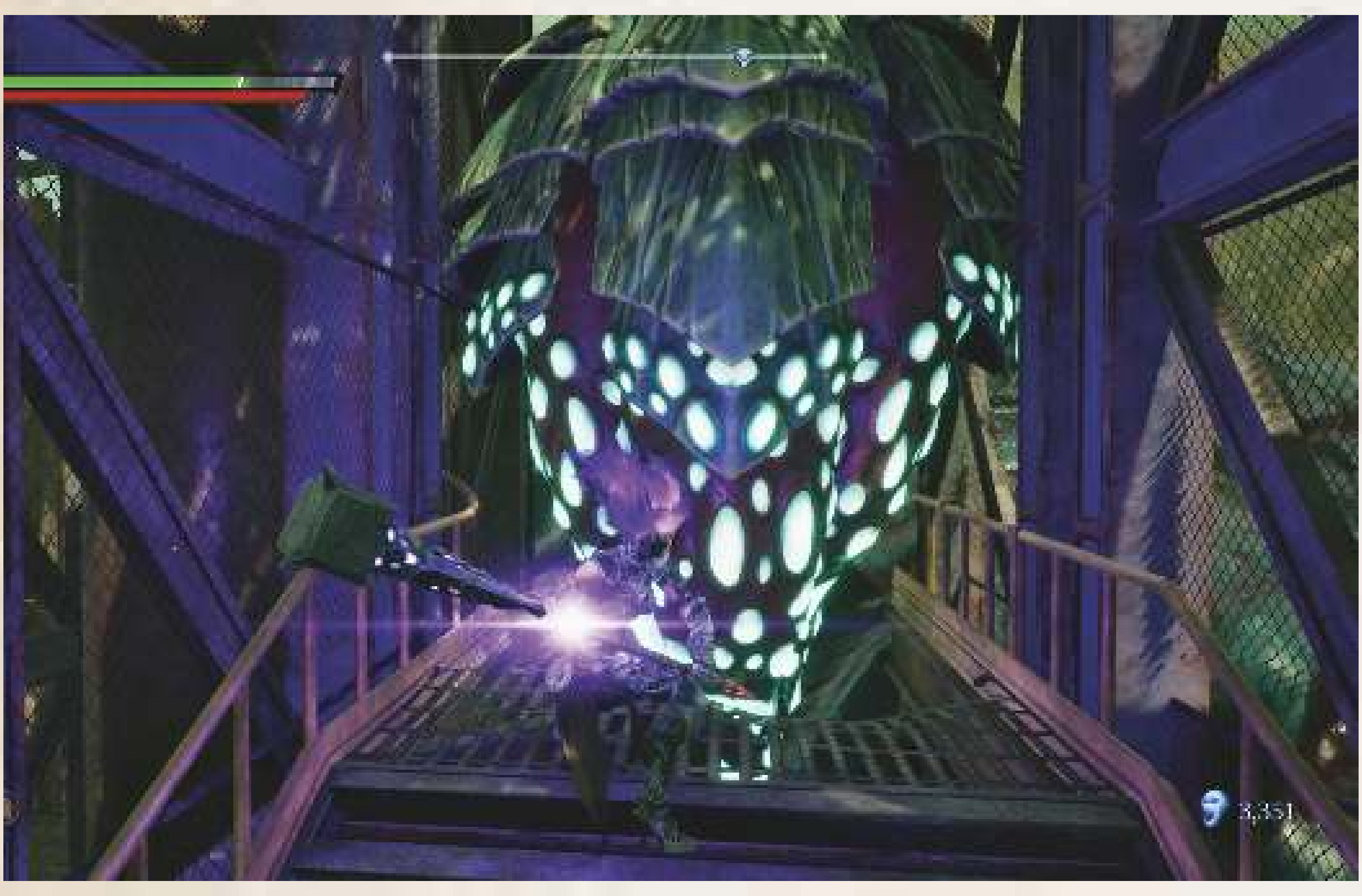
Crawl through the vent atop the stairs and break through the rocks in the office to uncover a hole in the floor. Drop through the hole and round the corner to take on the Undead Angel Raider. Be careful not to hit the Undead Angels hanging from the ceiling with Salvation, else you'll likely invite them to the fight. Similarly, do not run deeper into the warehouse, as doing so will trigger an Undead Angel Brute's emergence.

Ascend the stairs past the fallen section of highway to encounter the top of the fleshy appendage atop Gluttony's head. Strike it with a charged-up Hollow attack to send Gluttony fleeing into the Depths. Drop down and collect the **Demonic Artifact** below the catwalk, then enter the warehouse across from the entrance to the Depths.



The Mallet of Scorn's "Rapture" Arcane Counter knocks enemies back and causes even the Undead Angel Brute to slump and pant.

Kill the Undead Angel Brute that appears, grab the Fragment of Adamantine, and explore the ductwork to open up a way back to the Hulking Carcass. When ready, dive into the watery pit and swim into the Depths.

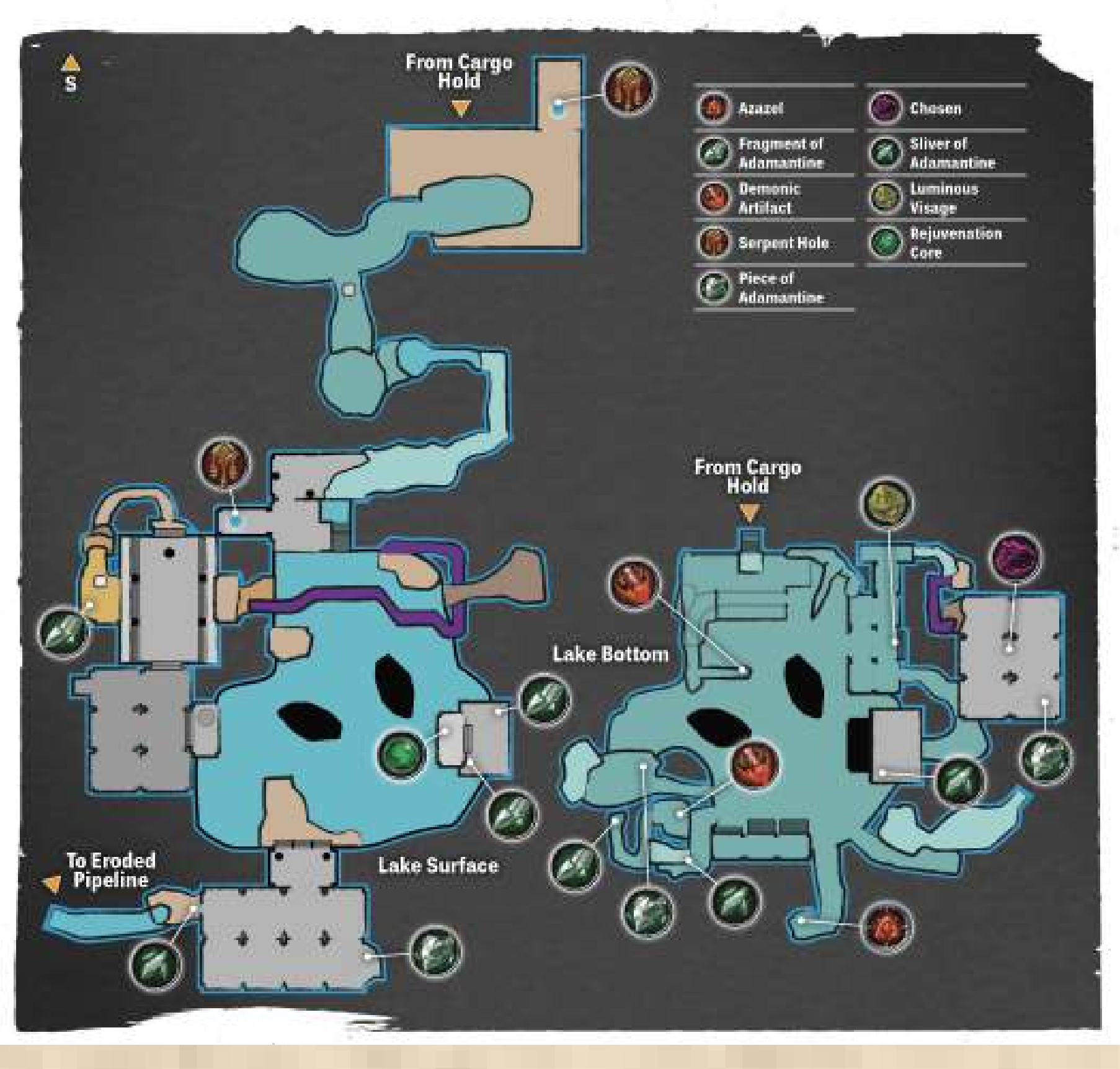


MORE TO EXPLORE LATER

There's a fair bit more to the Cargo Hold area, east of the toxic pool beyond the warehouse, but that's an area best left for later. Return via the Cargo Ship Serpent Hole once Fury has her full complement of Hollows.

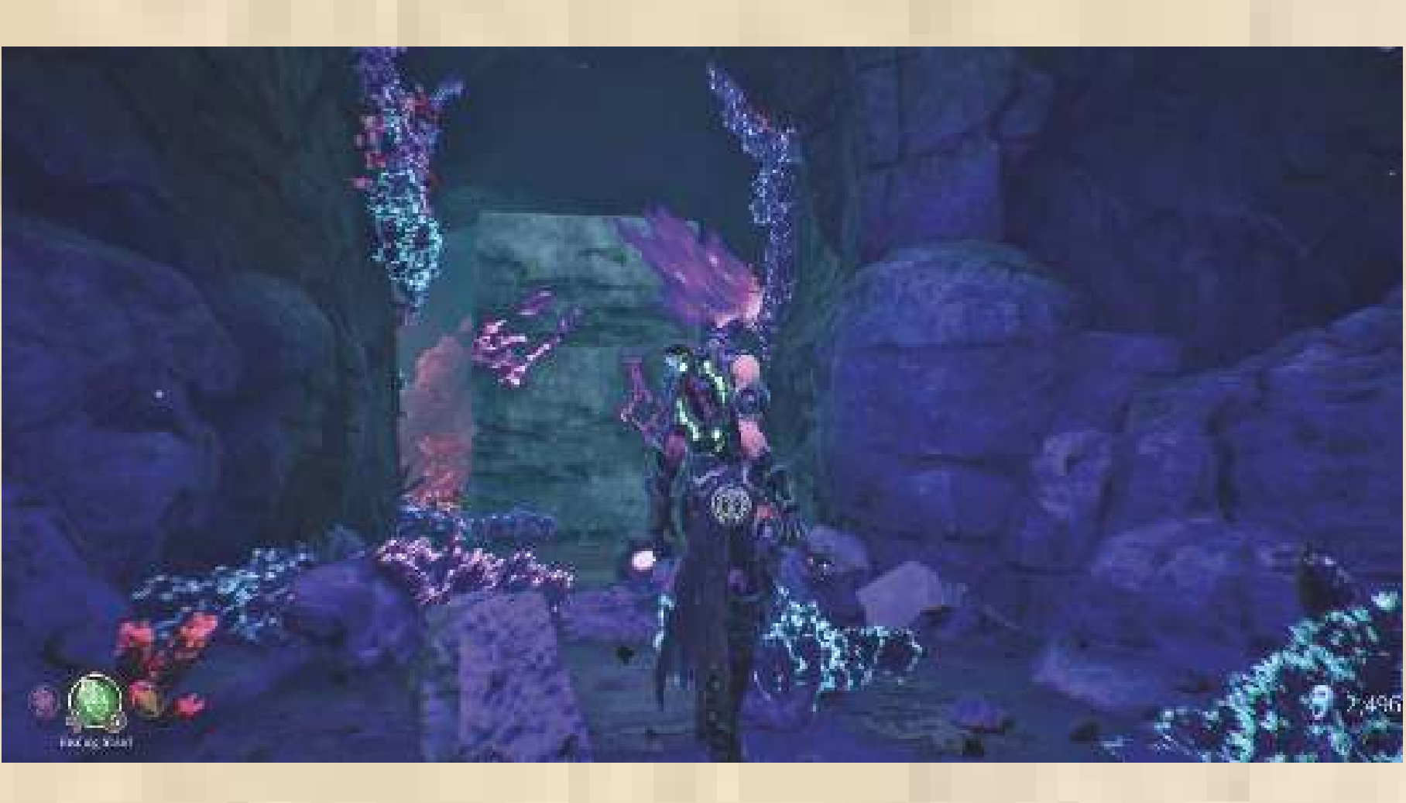
Gluttony

Depths: Forgotten Lake



AN UNDERWATER EXPLORATION

Drop into the cavern and approach the Incandescent Remains up ahead, on the left. Use the Force Hollow to smash through the coral, thereby knocking the massive block out of the way. Continue through the underwater canyon, past the Demon Fish and past the coral blocking the tunnel.

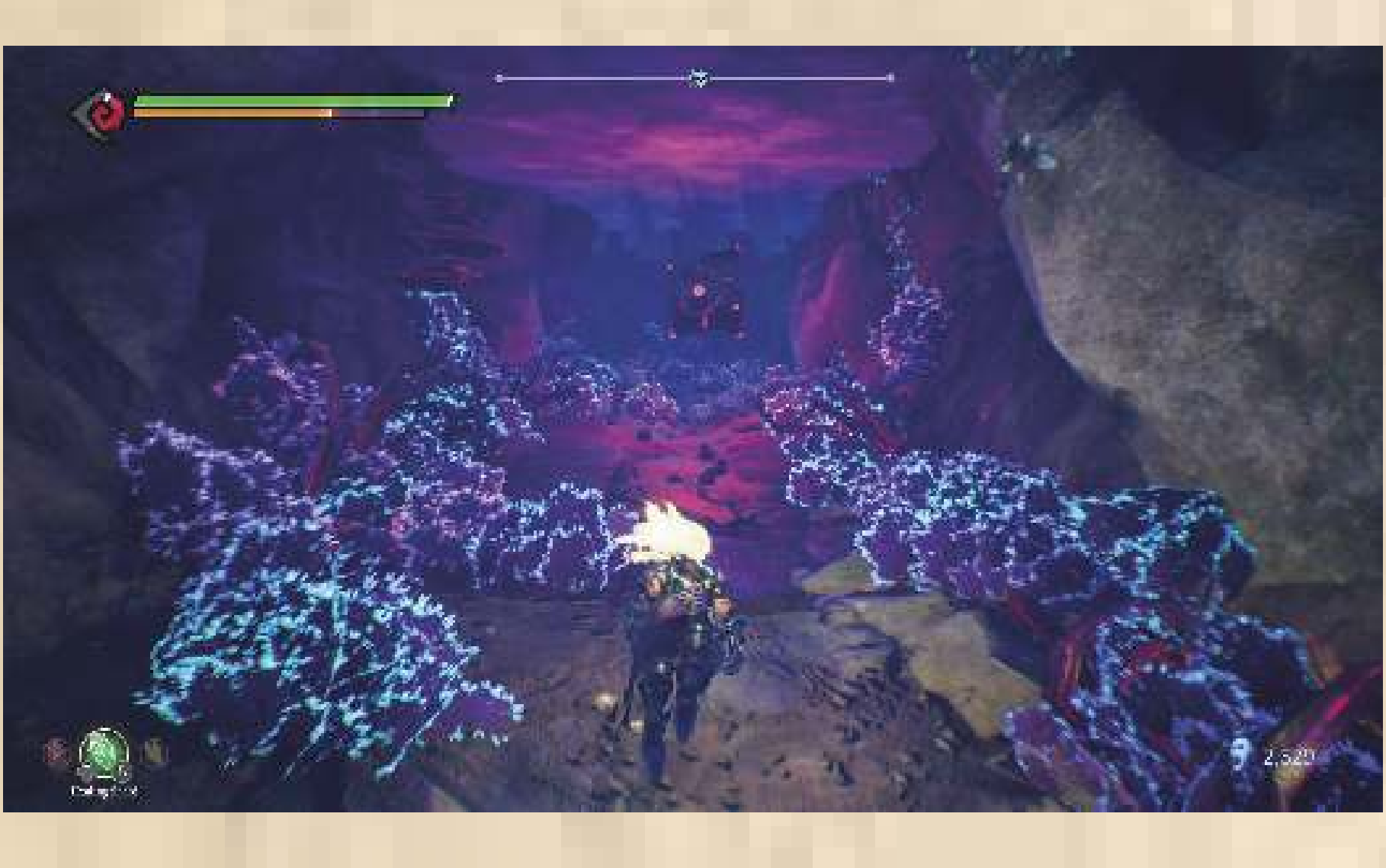


Fury's ability to walk underwater also allows her to swing a weapon.

➤ UNDERWATER COMBAT

The Force Hollow imbues Fury with such heft that she can sink to the bottom of the lake, walk along the seafloor, and even jump and attack. She can't throw Salvation underwater, but she can use Scorn to defend herself. She's unable to defend herself when the Force Hollow isn't active. When needing to swim, consider using the Storm Hollow because the extra light from Fury's hair will help you see.

Disable the Force Hollow so Fury can swim freely in the waters beyond the coral. The Floating Mine up ahead homes in on its target (listen for the signal that it's locked on) and explodes on contact with moderate potency. Dash past it before it explodes.



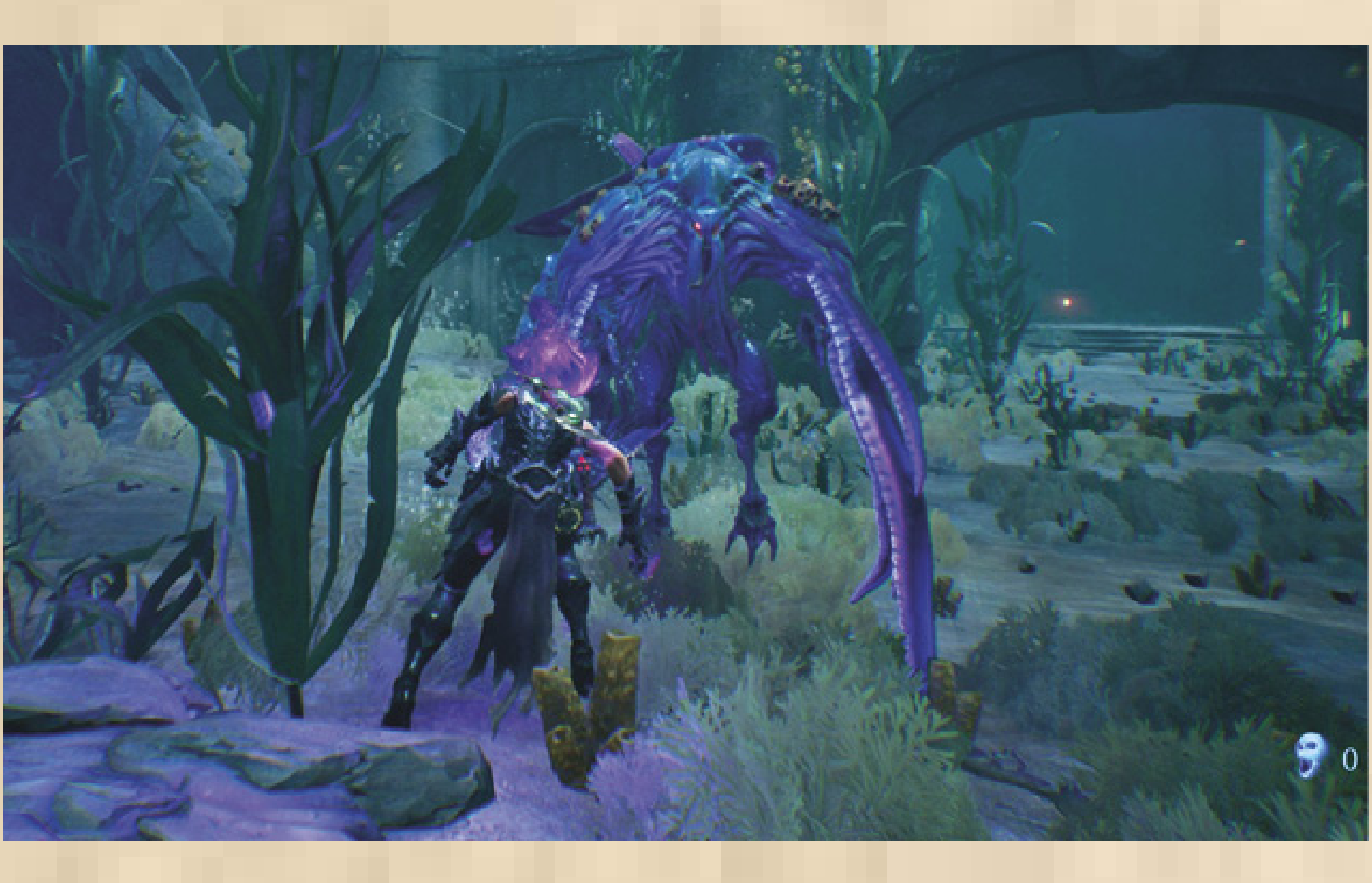
Slay the Armored Skeleton in the room ahead and then smash the coral to reveal the third sword statue. Target the three with Salvation to open the gate to Forgotten Lake. Visit Vulgrim on the right to reset your save point.

The expansive waters of Forgotten Lake lie around the corner, chock-full of side tunnels, corridors, and underwater caverns containing numerous secrets and items. Take your time and explore the lake fully before using the Force surface to roll along the ceiling to the other side of the lake. It's not a particularly dangerous area, but it's easy to miss some valuable items, so utilize the compass (and the map we've provided) and be thorough. We recommend a clockwise loop around the area.

➤ BREATHLESS SWIMMING

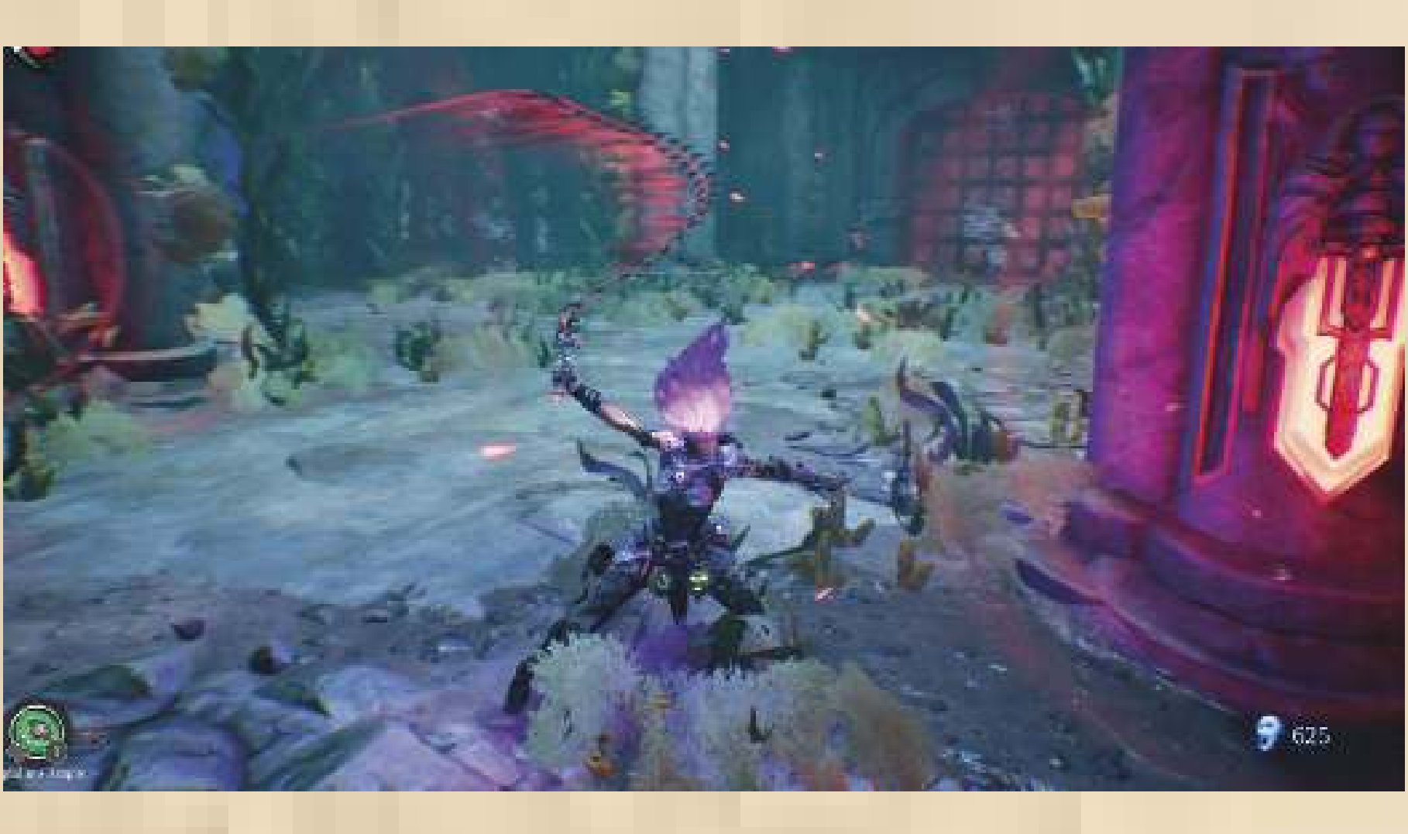
Fury never runs out of air underwater, so don't worry about needing to surface!

Dive into the water and descend to the bottom, just west of the entry point. Here, two Deep Lurkers attack. Their speed, reach, and intelligence make them a bit tougher, but Fury can dispatch them easily with the quick-hitting Barbs of Scorn. Swim into the underwater temple to the west for a **Luminous Visage**.



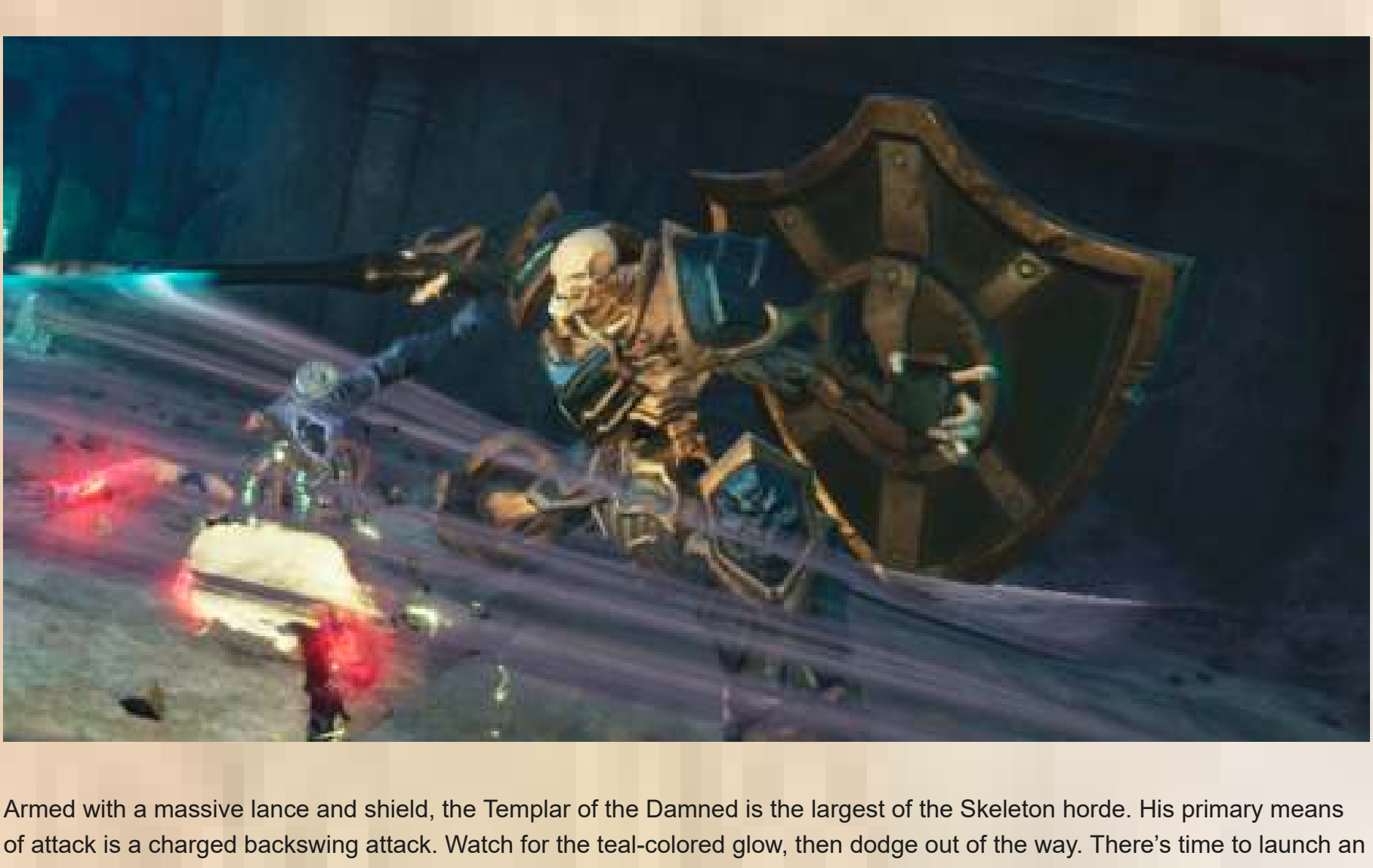
The Deep Lurkers represent the third and most significant underwater threat.

The locked gate to the south is controlled by two swords on the north-facing side of the stone columns. Dash between the swords as you strike them with the whip, then proceed through the open gate. Swim through the pink-lit tunnel high in the cave and use the Force Ball ability to reach the Chosen in the room beyond.

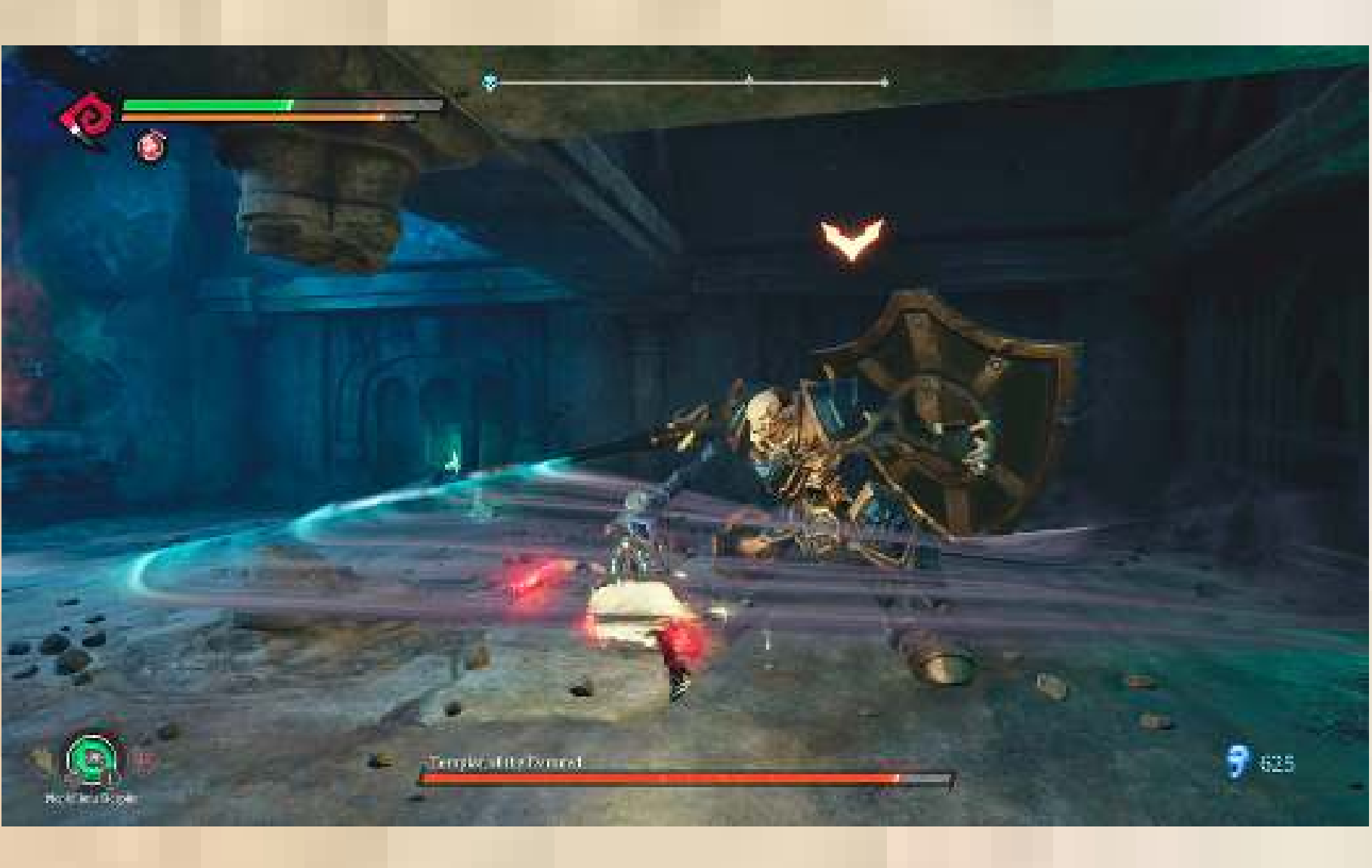


Don't miss the two swords on the north side of the columns.

Chosen: Templar of the Damned

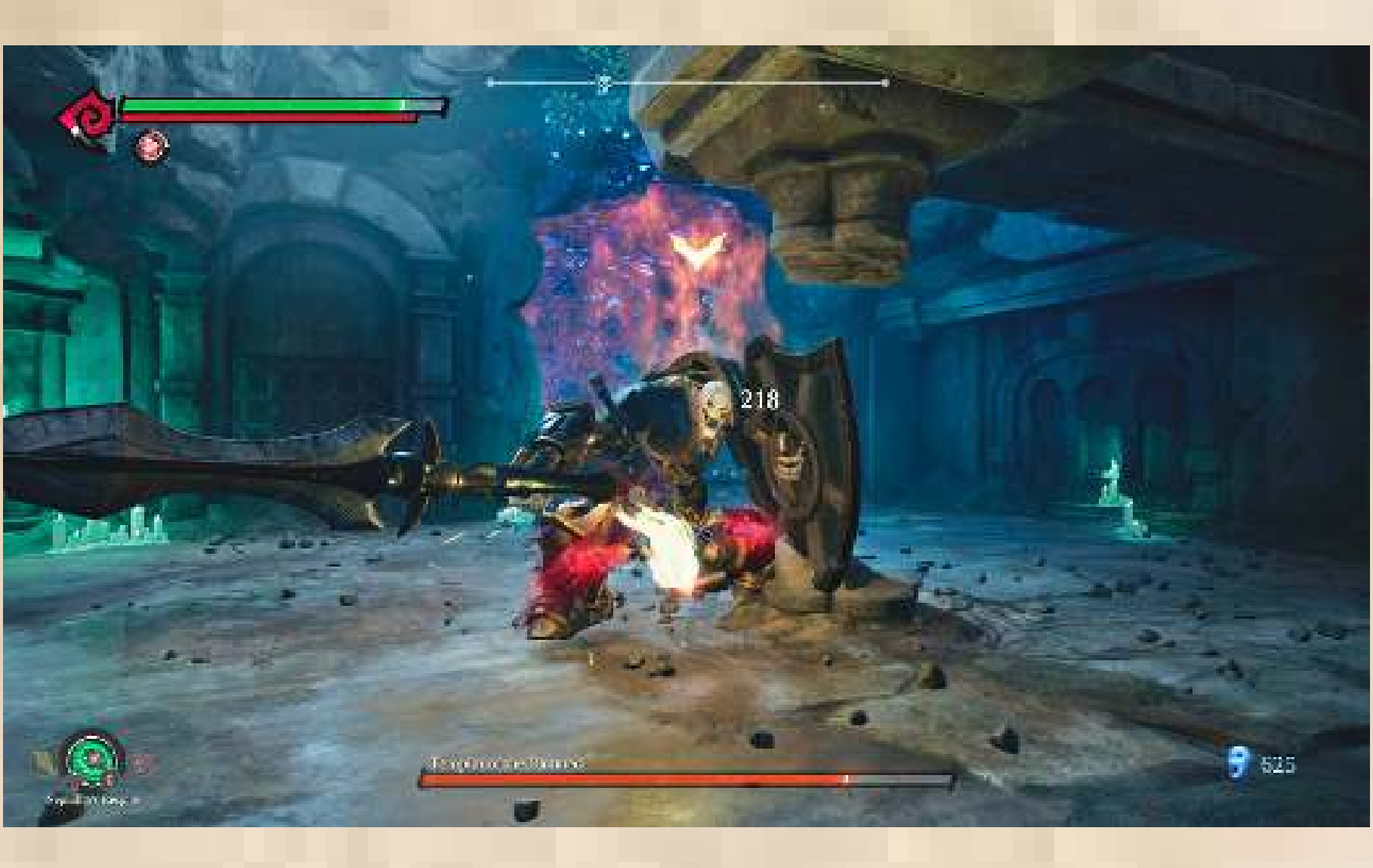


Armed with a massive lance and shield, the Templar of the Damned is the largest of the Skeleton horde. His primary means of attack is a charged backswing attack. Watch for the teal-colored glow, then dodge out of the way. There's time to launch an Arcane Counter, but don't get greedy. The Templar of the Damned will quickly follow up his charged backswing with a lunging jab.



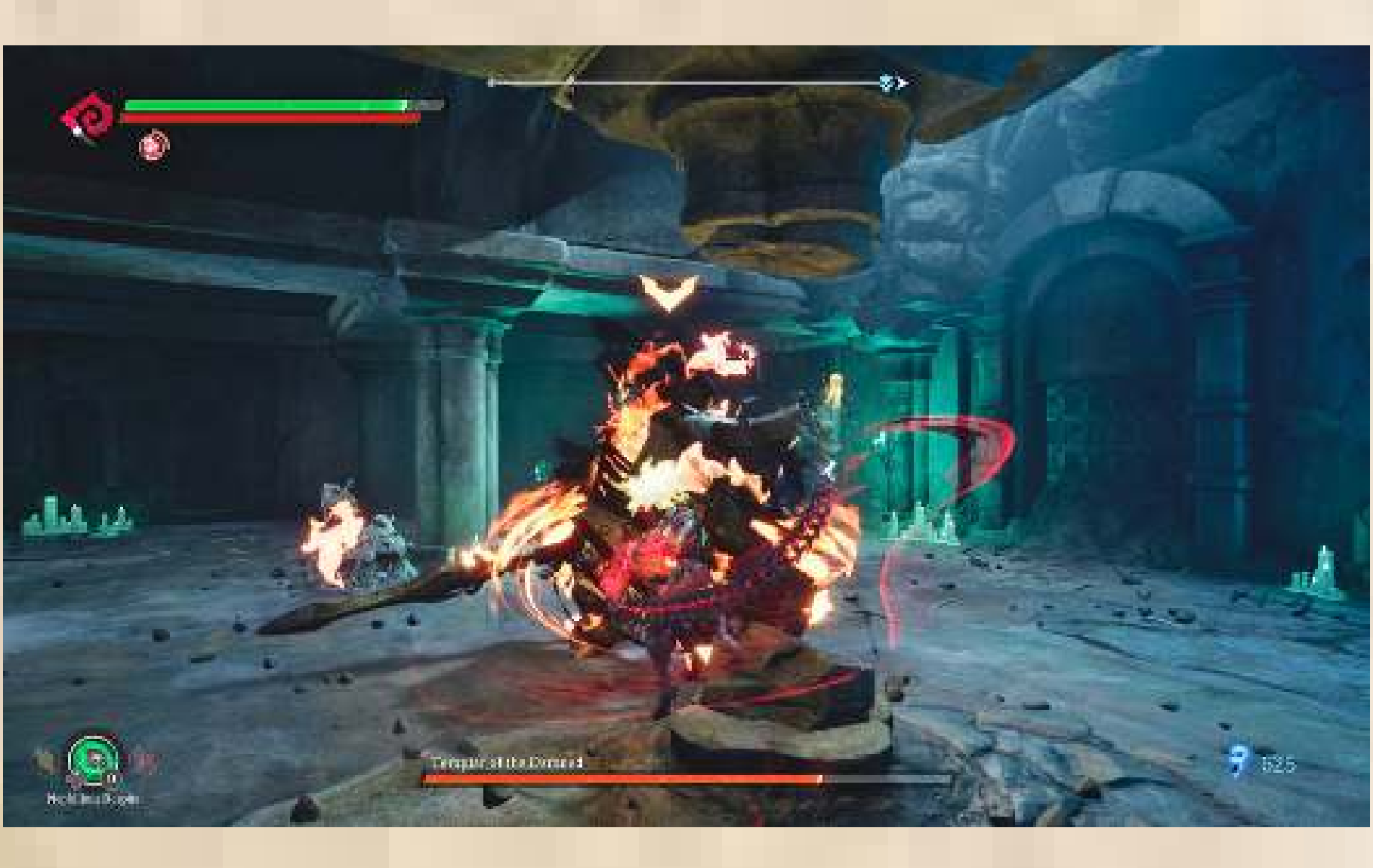
Dodge away from the shield's direction so you're in position to counter without getting knocked back.

It's best to employ hit-and-run tactics against this foe, tempting as it may be to bring the fight to him. Strike quickly and then dodge away before he can unleash a charged shield slam attack.



Don't underestimate how far he can reach with his lunging stab attack.

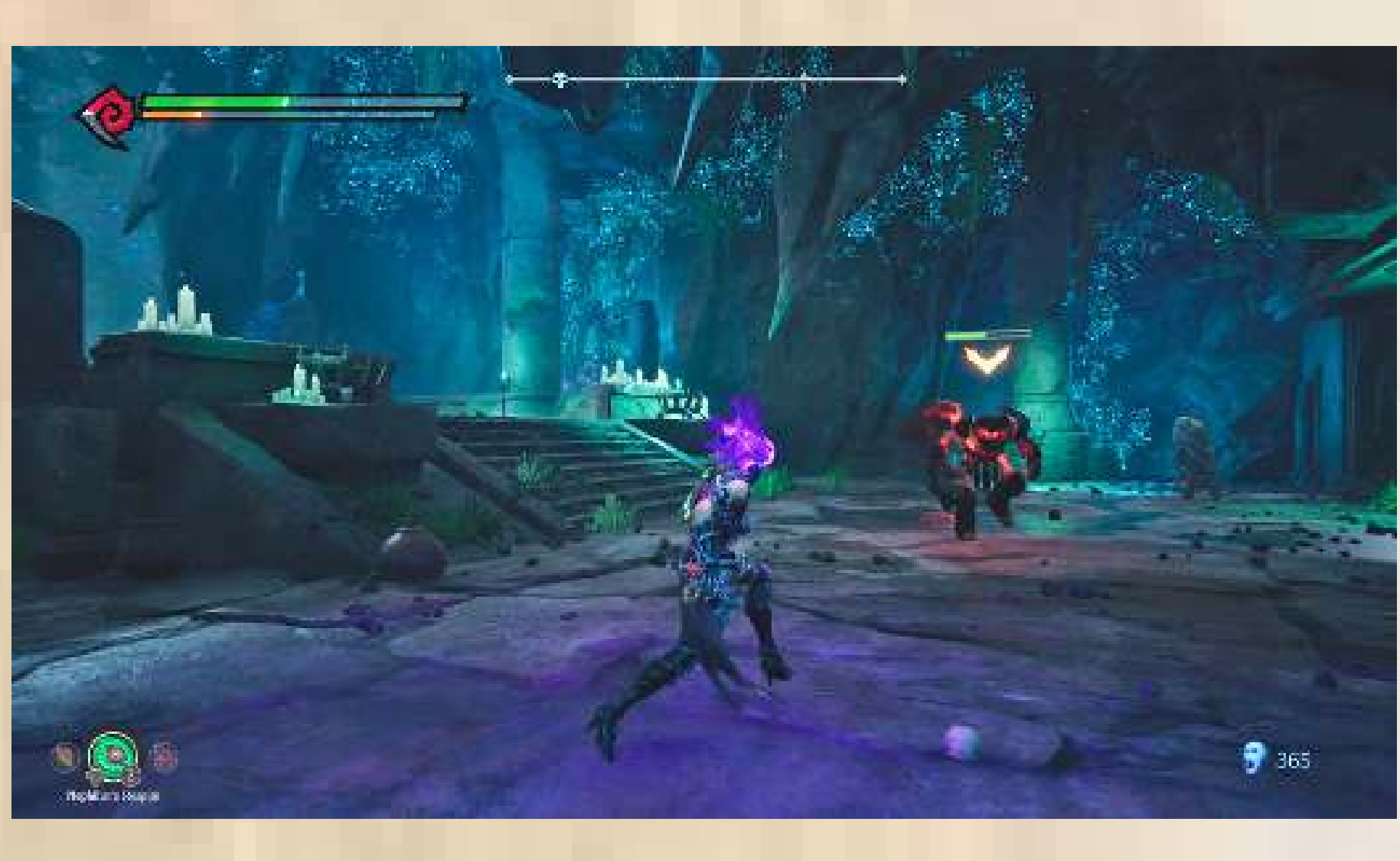
It won't be long before the Templar of the Damned bursts into flame. Back away at the first sign of smoke, else Fury will be caught in the ignition and knocked back, suffering damage. Other than now adding burn damage to his attacks, the fight continues much the same way.



Don't be distracted by the flames.

The Templar of the Damned is immune to the Triple Tempests attack, so continue to hit him with Arcane Counters and multi-hit combos with the Barbs of Scorn. Consume a Strength Shard when given the chance and watch your Wrath Meter closely. Trigger the Cataclysm attack while using the Force Hollow to inflict heavy damage, and continue doing so as the meter replenishes. The Templar of the Damned inflicts moderate to heavy damage with each attack, but he telegraphs his charged attacks, making them easier to dodge. Counter quickly, then back away. Grab the **Essence of a Chosen** and **Piece of Adamantine** from the corner and return the way you came.

Swim up to the purple coral above where you claimed the Luminous Visage and break through to a watery tunnel that circles back around to the east. Knock the purple block toward the roof of the temple ahead and leap up to reach the rooftop. Lay waste to the Skeletons, including the Lava Brute, then grab the **Rejuvenation Core**.

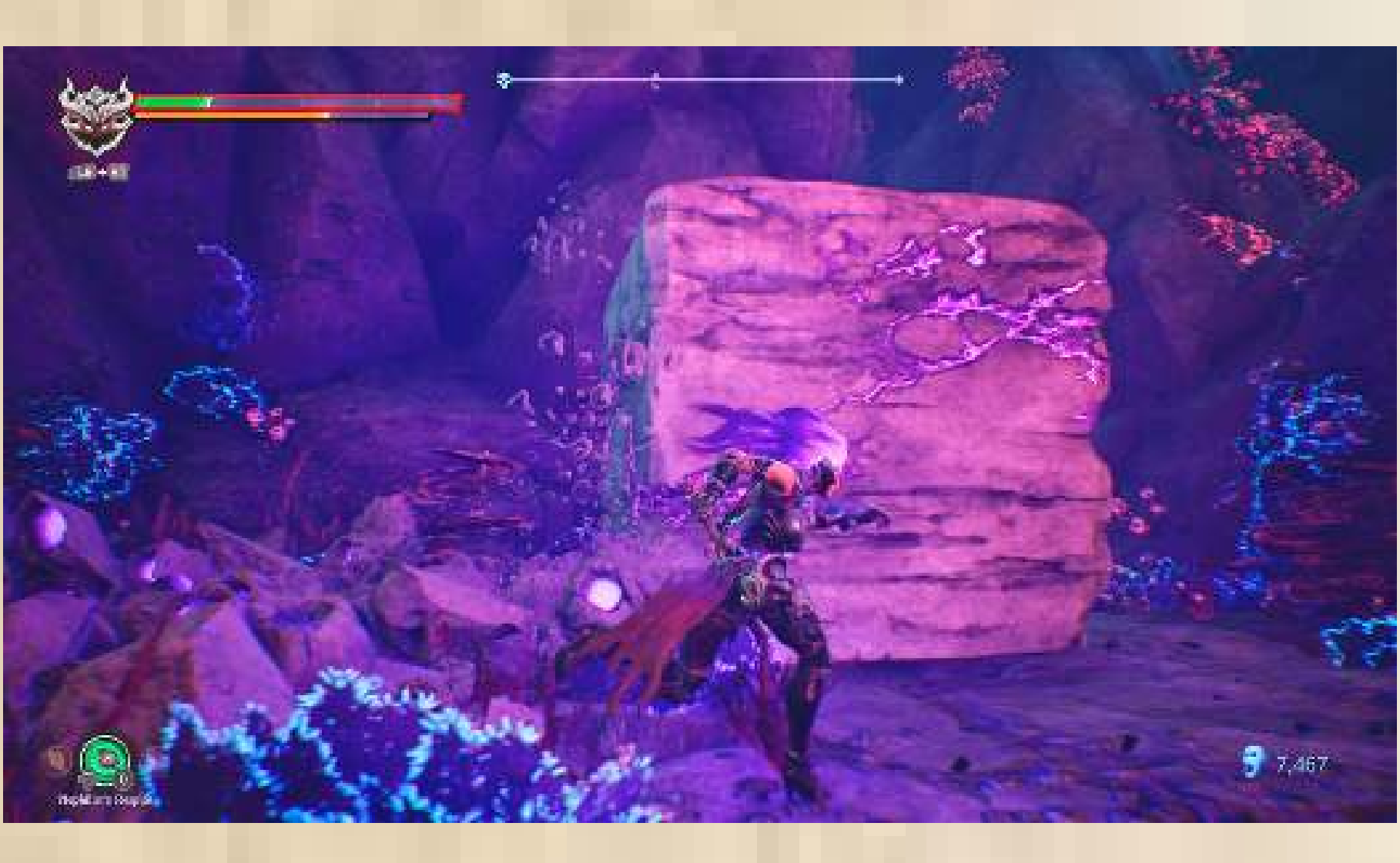


The Lava Brute is resistant to some Storm attacks, so conserve your Wrath.

Return to the Serpent Hole to regroup and purchase another level upgrade from Vulgrim, then explore the eastern side of the lake bottom. Several tunnels and ruins to the east can be accessed by smashing through the purple coral rocks.

The one nearest the Serpent Hole leads to a **Demonic Artifact,** whereas the one nearest the three sets of stairs to the north leads around to a **Piece of Adamantine**.

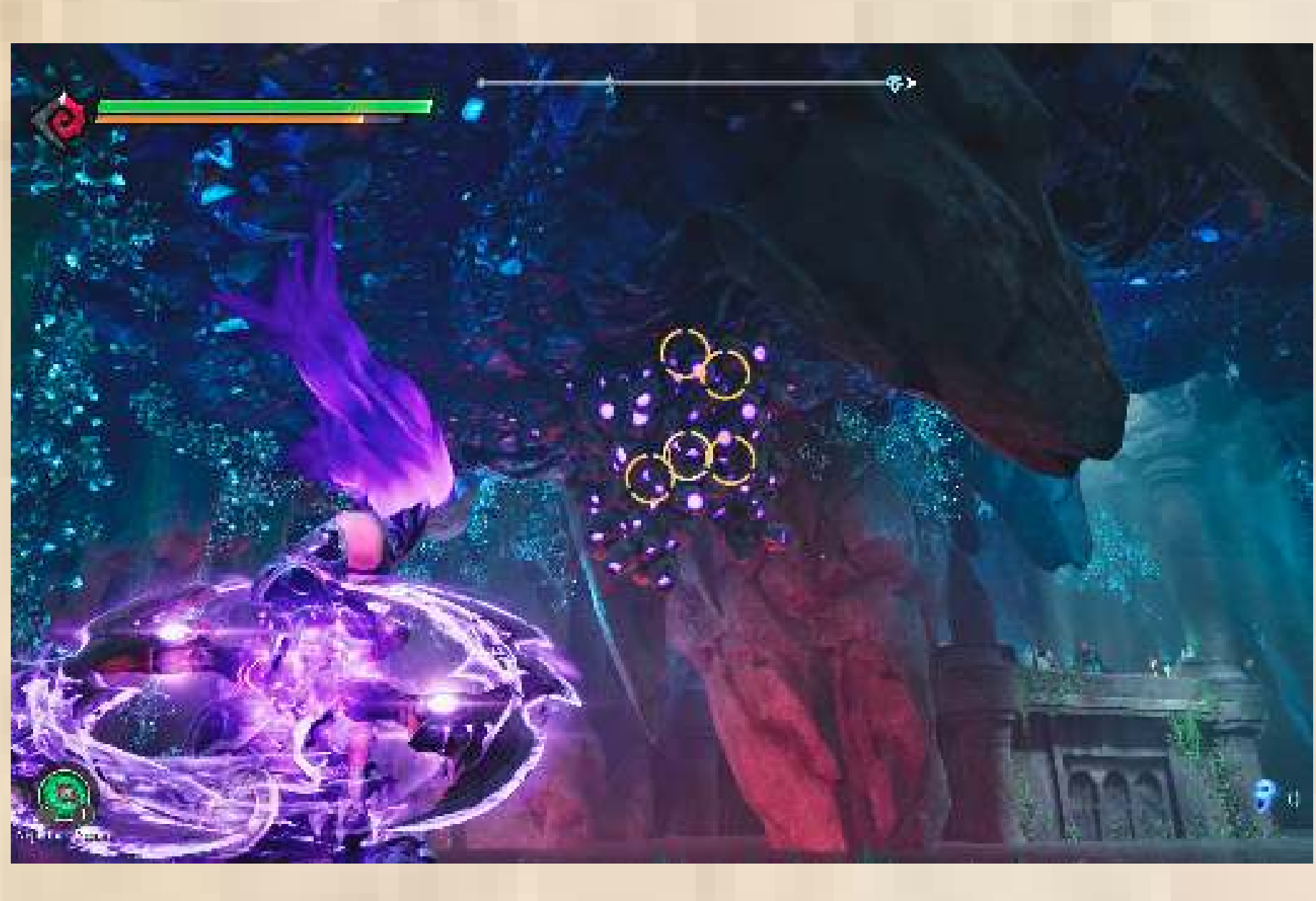
Swim west of the temple at the north end of the lake to locate another purple block encased in coral. Shatter the coral and swing the Mallet of Scorn to knock the block aside, thereby uncovering a hole leading to an underwater cave. This leads to the **Azazel enhancement**.



Knock this purple block aside to find a cave with the Azazel enhancement.

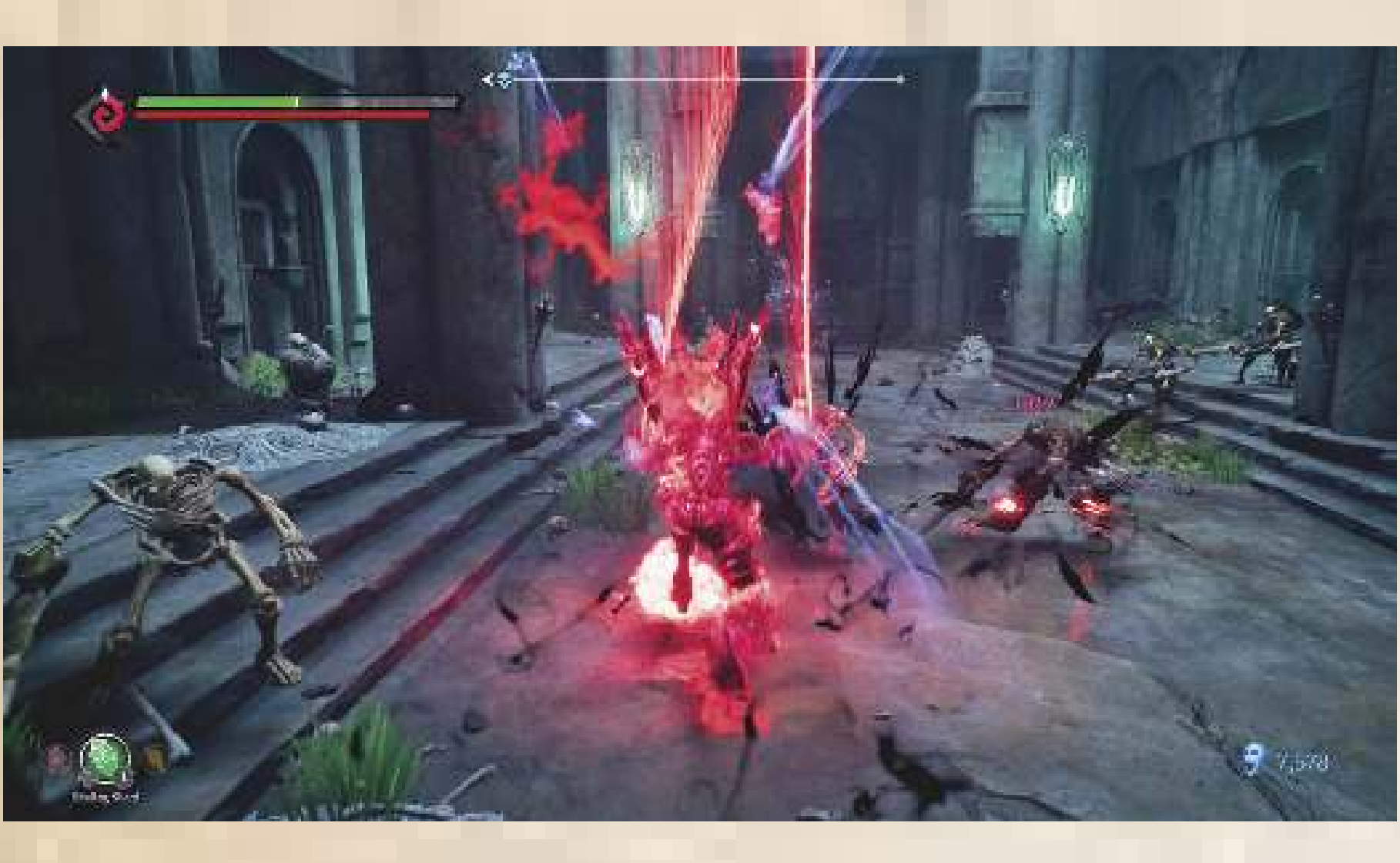
IN SEARCH OF THE MISSING SWORD

The temple at the north end of the lake (above the water) has a statue missing its sword. When ready to continue, swim to the southwest corner of the lake, climb out of the water, and use Salvation to smash the coral growing from the ceiling along the Force surface. You may notice some higher on the wall in the distance that can't be reached with Salvation. Don't worry—you'll come back for it later. With the path cleared, use the Force Ball to roll across the cave's ceiling to the east.



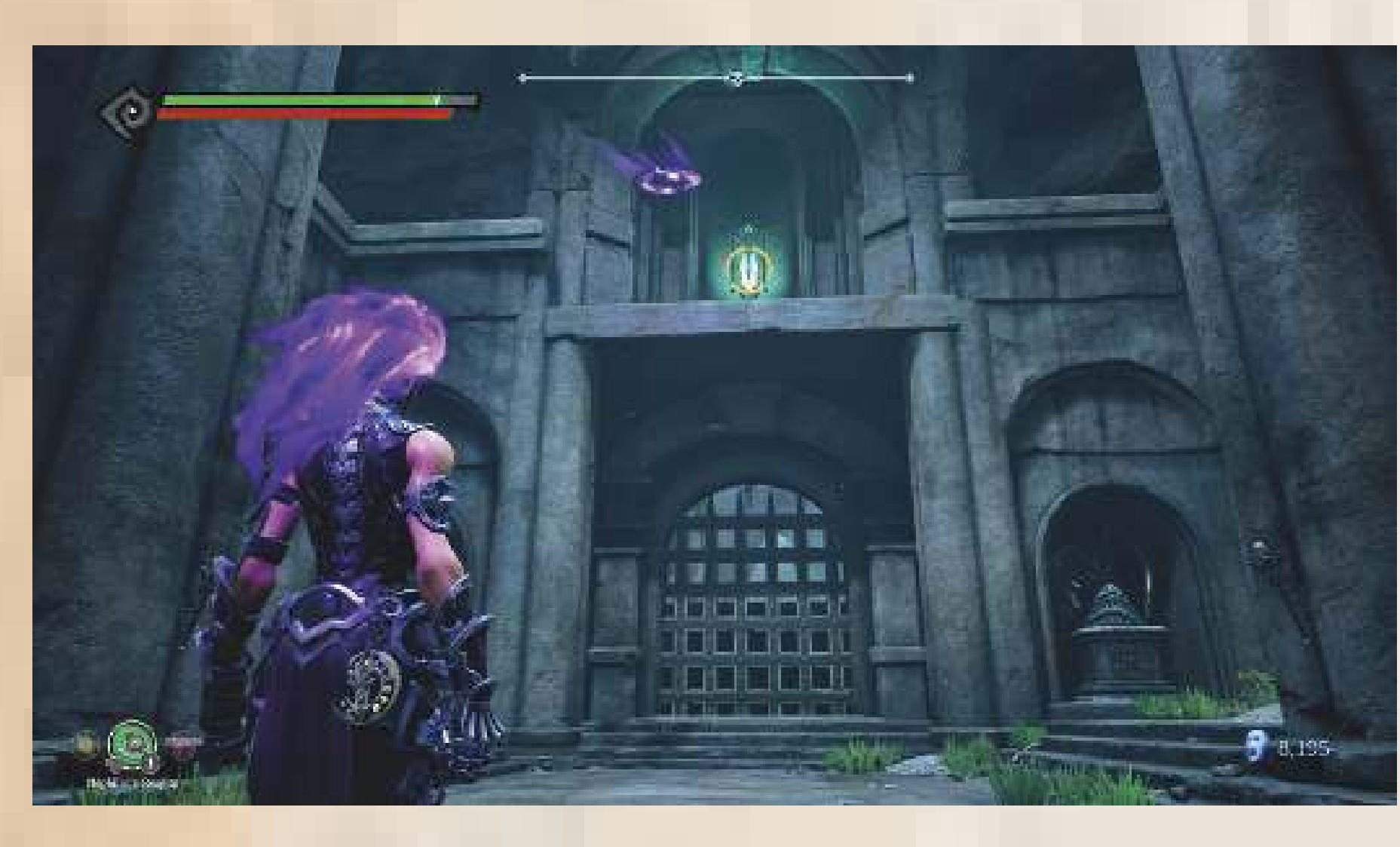
Fury must clear the rocks from the Force surface to reach the temples to the east.

Top off your Havoc Meter and Health and leap into battle within the lengthy temple to the east. Skeletons of all types attack once they catch on to Fury's presence. Beat back the initial attackers and then trigger Havoc Form as the Armored Skeletons and Skeleton Archers attack. Note the swords on the columns.



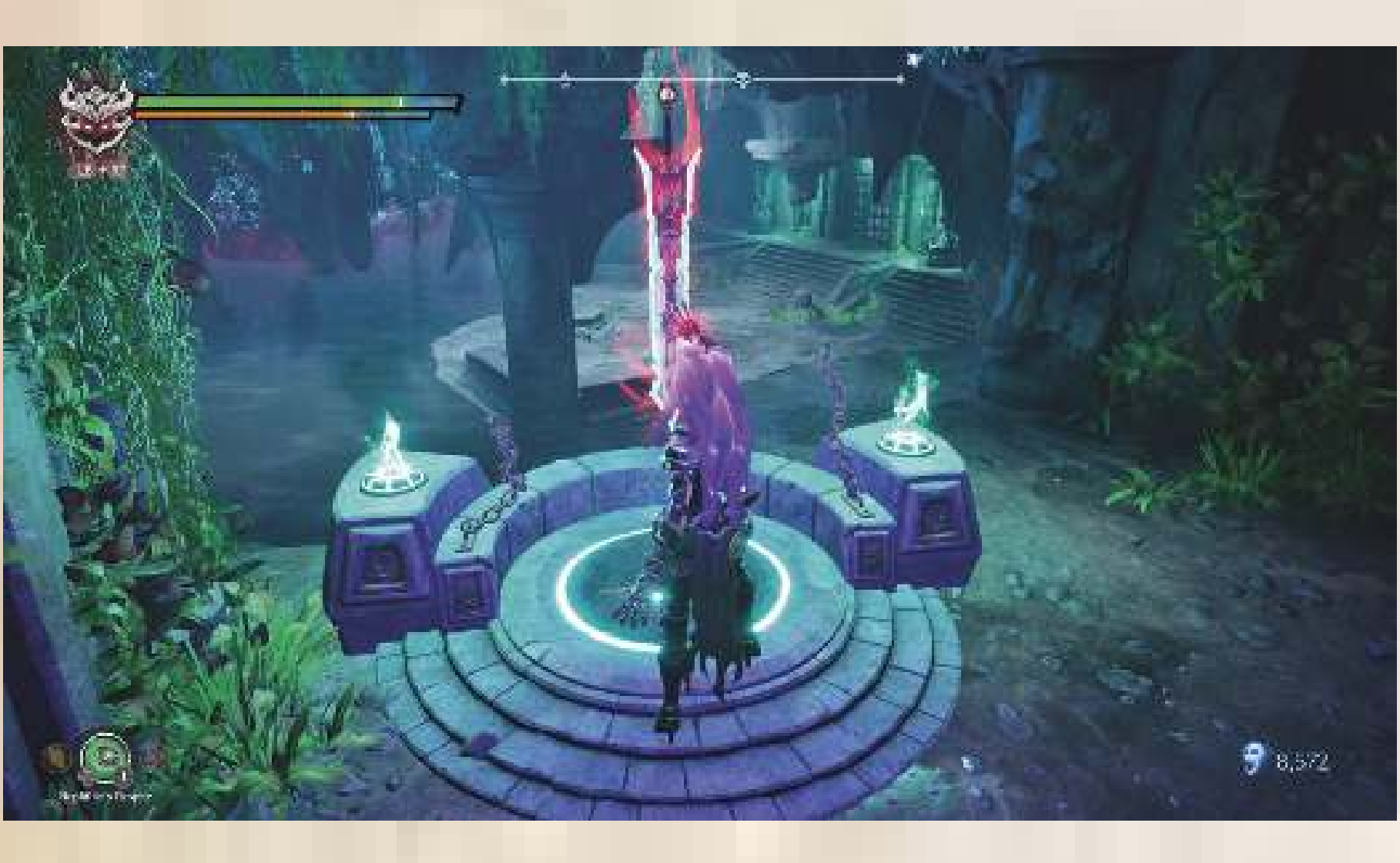
Havoc Form is best used against Sins and large swarms of enemies like this.

Step on the floor switch to cause a third sword to rotate into view. Unfortunately, it's too far to hit with Salvation, so you'll need to find something to hold the switch down while you get closer. Smash the piles of bones behind the floor switch and crawl through the tunnel to the north. Use the Mallet of Scorn to knock the large cube onto the floor below. Hit it again to slide it onto the floor switch, then target the swords to raise the gate.



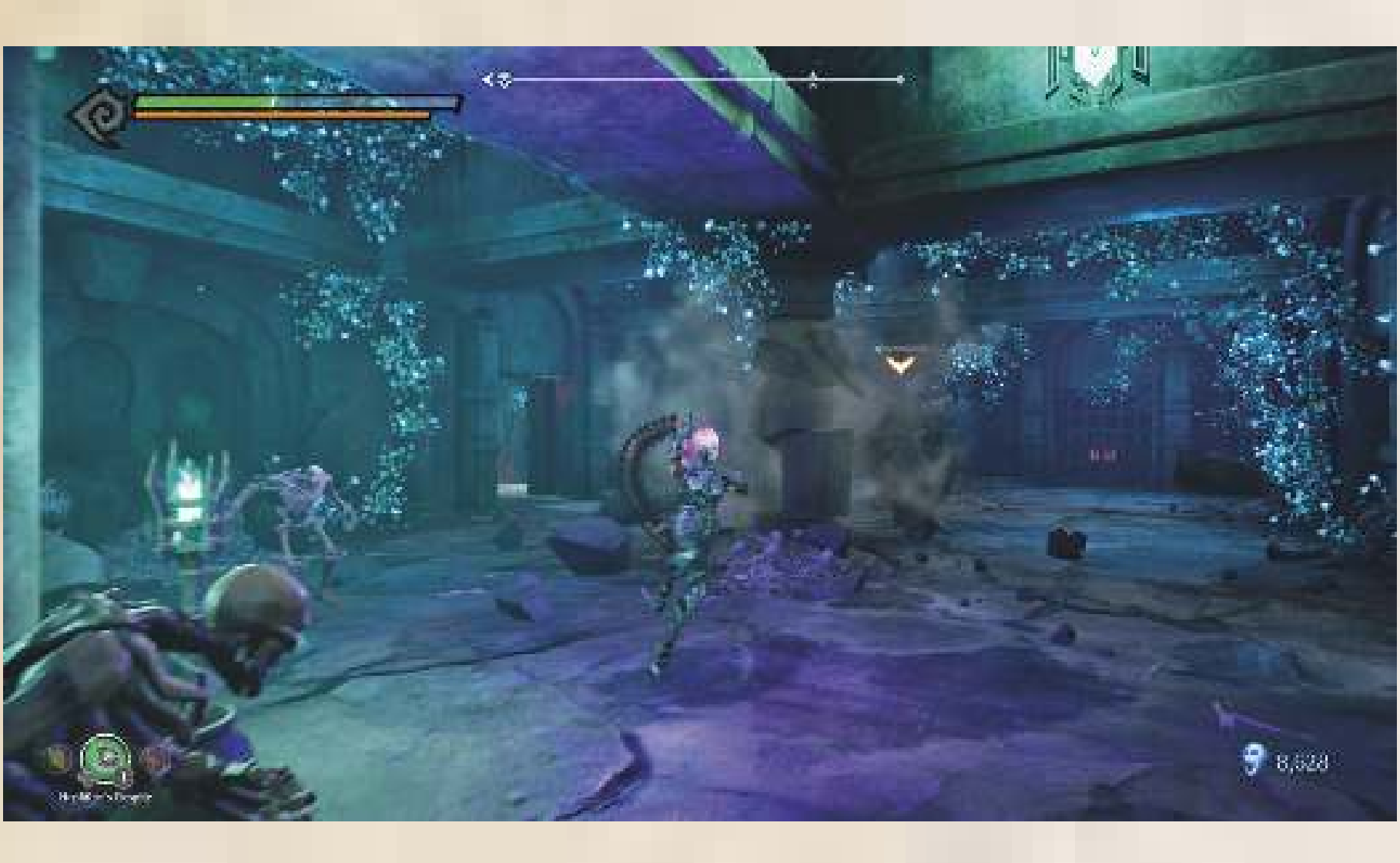
Target lock the three swords (two are on the columns) with Salvation to open the gate.

Draw the Skeletons in the next room close, then hit them with Cataclysm or Seismic Slam to knock them back while inflicting heavy damage. Round the corner to the northwest to find the missing sword. Take hold of it, then Storm Glide off the ledge to the temple below and return the sword to the statue. Use Salvation to hit the three swords and raise the gate.



The third sword needed for the gate to the north is atop this ledge.

The Undead Champion in this room resembles the Templar of the Damned in appearance and combat style but is fortunately not nearly as strong. Nevertheless, don't be afraid to unleash Fury's Havoc Form against it, especially as the other Skeletons attack.



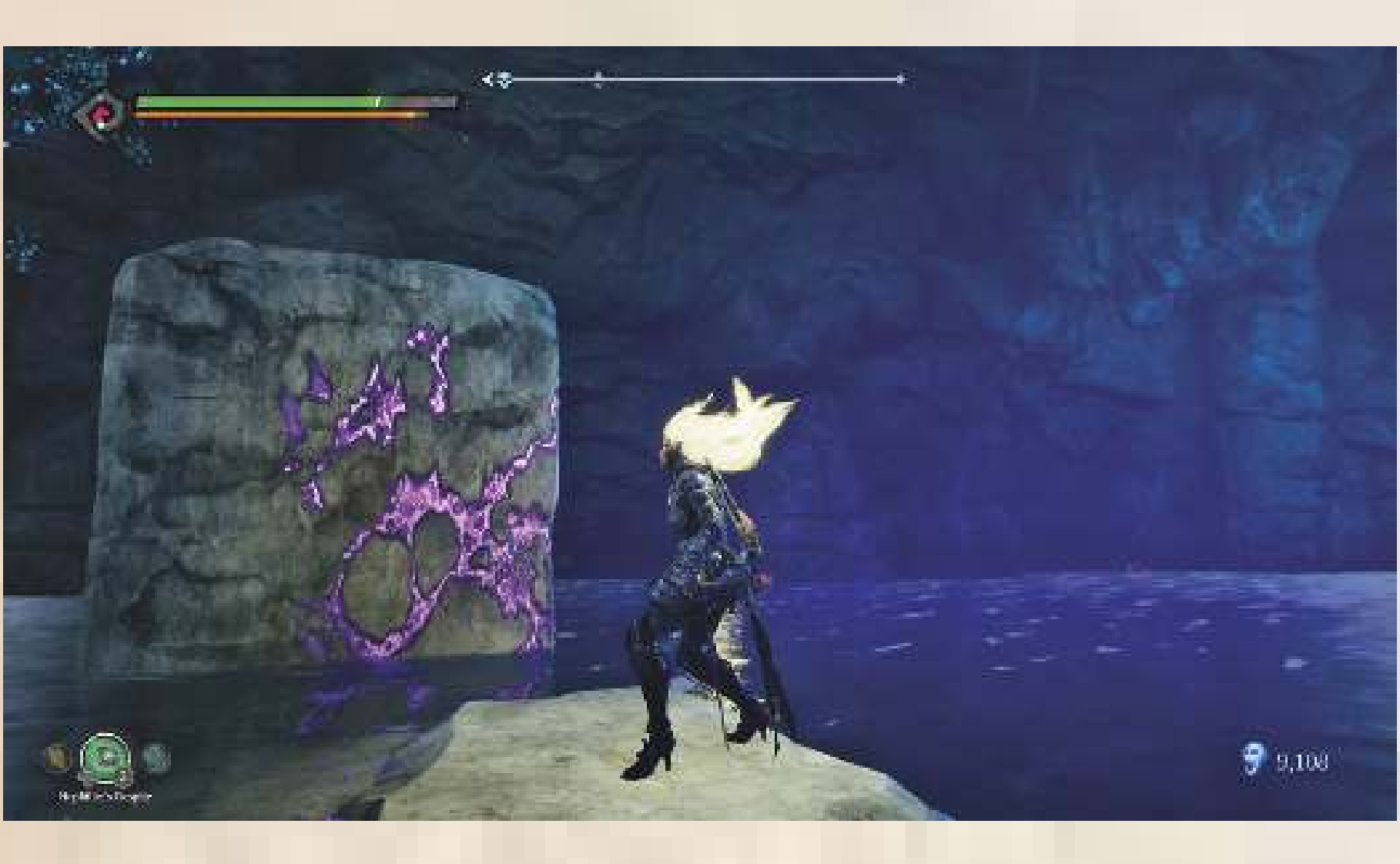
Slay the Undead Champion, then hit the sword near the ceiling to access the Piece of Adamantine behind the gate.

SWIM FOR THE EXIT

There's no telling where Gluttony went, but it's not in the Forgotten Lake. Fortunately, the next area isn't far. Smash the purple rocks in the eastern alcove of the temple and drop into the water. Continue toward the submerged train cars ahead with the Force Hollow active, as several Demon Fish and Deep Lurkers are set to attack.

Swim east past the train cars and follow the cave around to the south to find an Undying Shard at the base of a narrow shaft. Fury needs the Stasis Hollow to scale this chimney-like column, so return the way you came.

Swim toward the surface north of the train cars to find two large purple blocks and numerous coral growths. Smash through the coral, then use the Mallet of Scorn to drive the two blocks to the southwest end of the L-shaped track. Once at the edge of the channeled-roof, climb onto the shorter block, Flame Jump to the taller one, and leap up to the cliff.



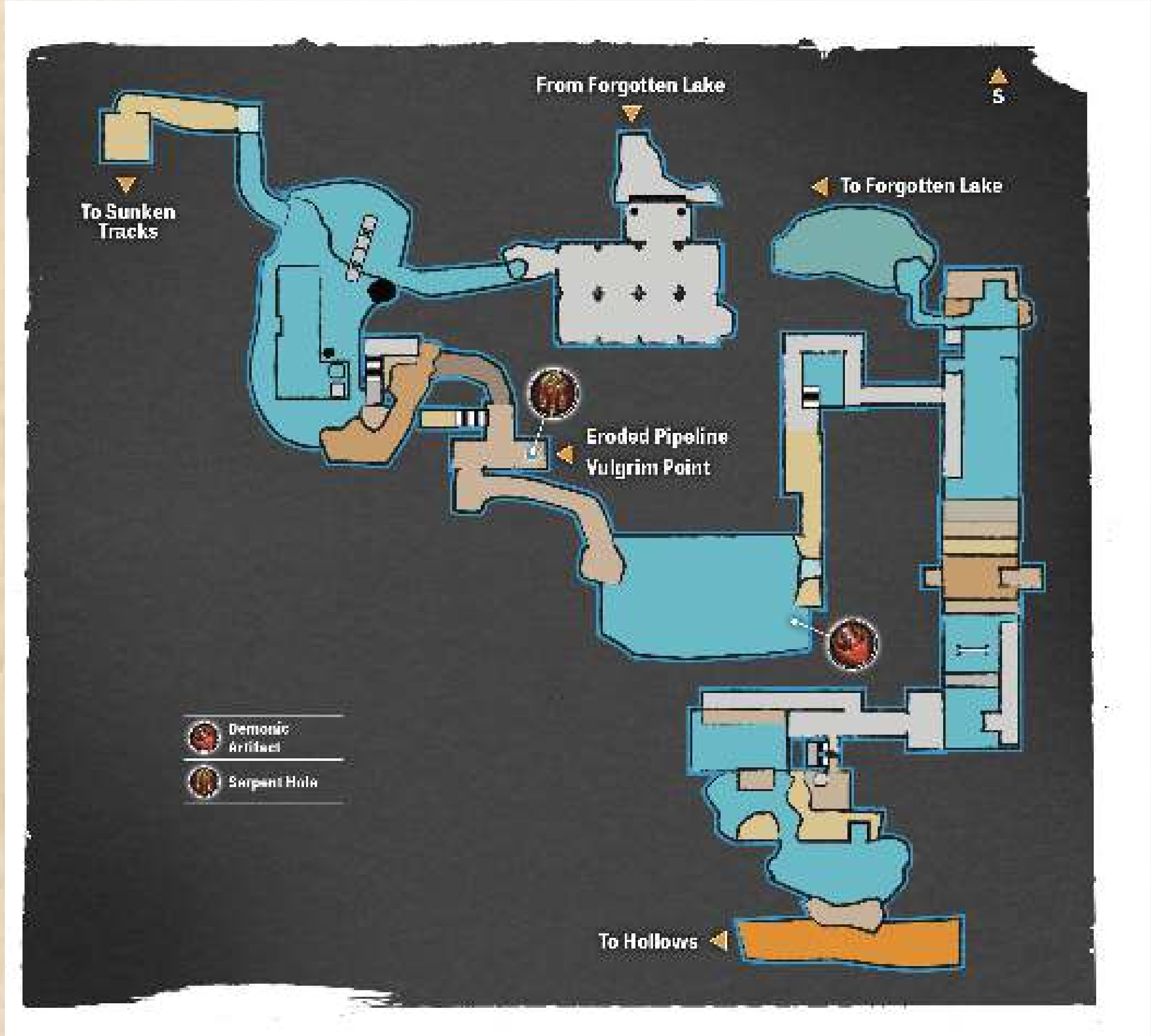
Alternate hitting the blocks west and south to zigzag past the obstacles.

Spot the purple coral on the right and Flame Jump onto the collapsed floor opposite it. Flame Jump again to clear the wall to the south. The narrow hallway here contains a **Human** and a **Demonic Artifact**. Return the way you came and smash through the coral to exit Forgotten Lake.

DARKSIDERS III

Gluttony

Depths: Eroded Pipeline


From Forgotten Lake
S
To Sunken Tracks
To Forgotten Lake
Eroded Pipeline Vulgrim Point
Demonic Artifact
Serpent Hole
To Hollows

OUT OF THE WATER

Follow the tunnel beyond the Serpent Hole as it curves around the edge of a large flooded cave. Dive into the water, swim for the **Demonic Artifact** near the Floating Mine spawner to the right, then make for the red-lit tunnel to the east.

Dangerous swimming ahead. Dash for solid ground to the east.

This tunnel leads to a flooded cave loaded with Floating Mines and various rock spires that can make dodging them tricky. Move fast—don't forget that you can dash underwater—and pluck the **Angelic Artifact** from the seafloor. Swim to the east, surface quickly, and leap onto dry ground before the Floating Mines detonate.

The ruined train station ahead is filled with cocoons, many of which contain a Blue Mimic ready to attack. Break them open one at a time to clear the room of their threat, then pay Vulgrim a visit in the corner.

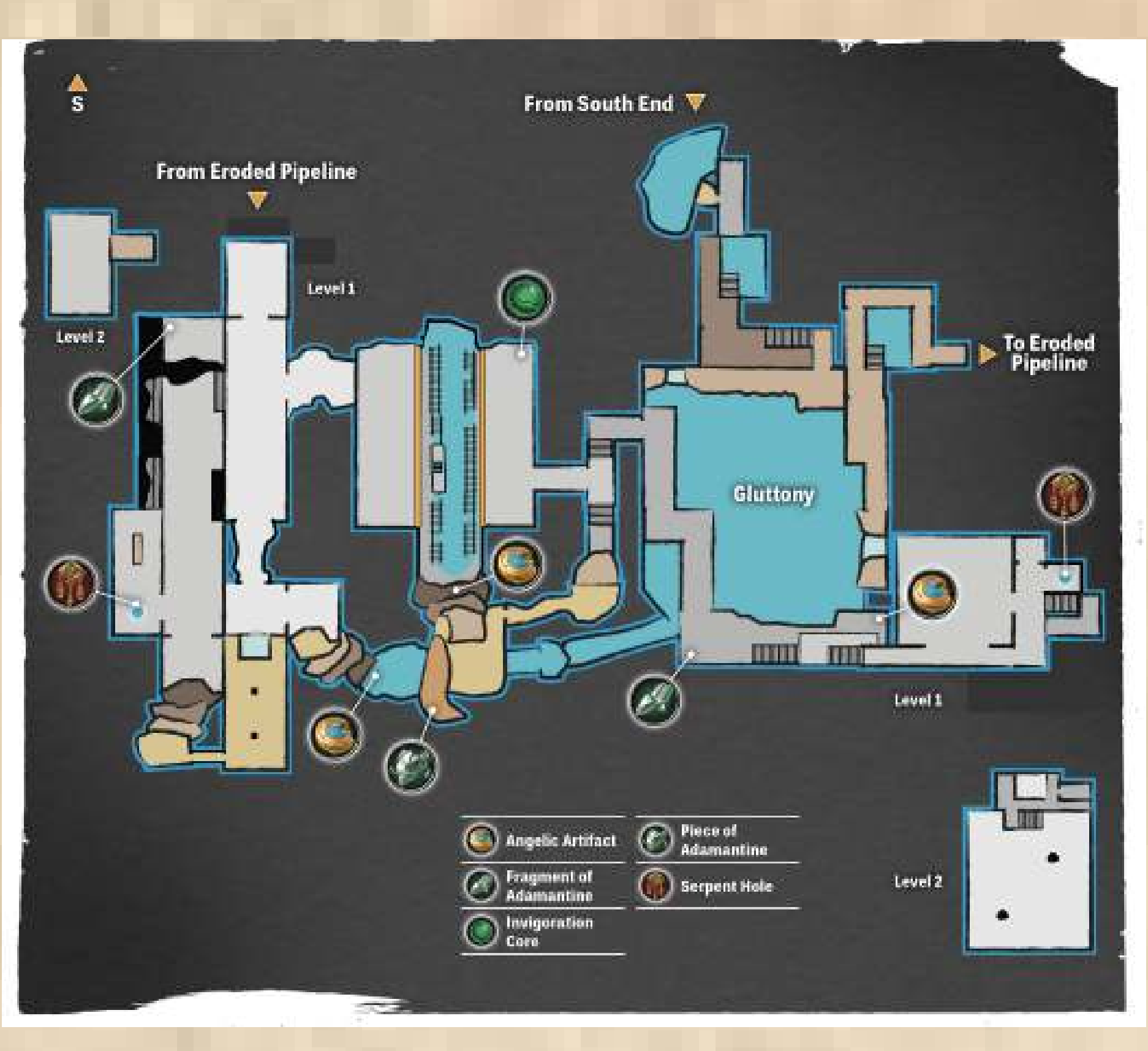
THE STENCH OF GLUTTONY

Fury will return to the flooded cave of the Eroded Pipeline soon enough, but first she must navigate the Sunken Tracks and Sewage Egress areas of the Depths. Only by reaching the top can she flush the next Sin from the Depths.

DARKSIDERS III

Gluttony

Depths: Sunken Tracks & Sewage Egress



A TRAIN TO CATCH

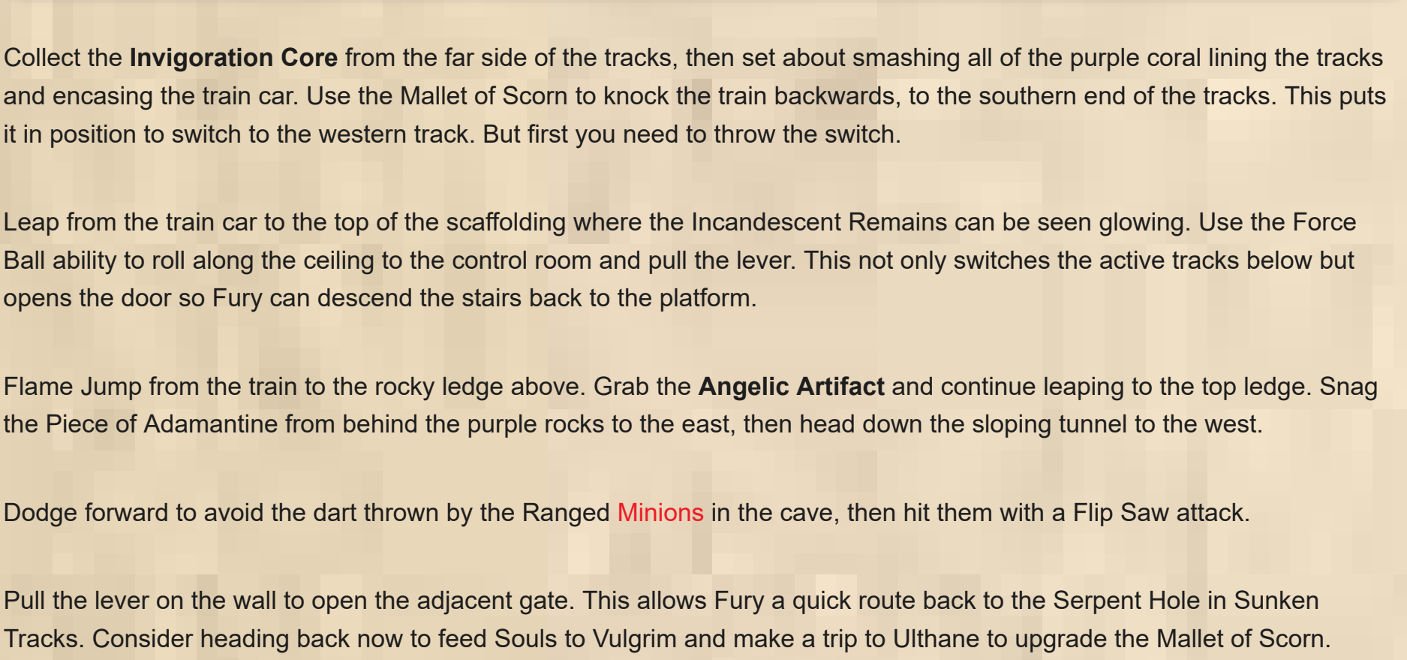
The Walking Deep Lurker prowling the south end of this room spews toxic globules with surprising accuracy and distance, so treat it with caution. Imbue Salvation with the Flame Hollow's flames and set the creature on fire, then rush its position and finish it off with the Barbs of Scorn.

➤ FARMING HEALTH LURCHERS

The Blue Mimics located in this area are tougher than those of the Nether, but there are enough of them here to give up several Health Lurchers. Top off your supply of Nephilim's Respite before leaving the area.

Don't stand back and let it spit its toxic projectiles at you!

Break through the obstacles in the tunnel to the west to reach the train platform. Stick to the near side of the tracks and let the closer of the two Harvestors come to you. You don't want to deal with both of these creatures at once. Focus on dodging her attacks, hitting her with Rapture counterattacks (Force Hollow) and then unleashing a Cataclysm attack when the Chain Spiders get close.



Deal with the Harvestors one at a time.

➤ FRENZIED MALLET ATTACKS

The Frenzy Shard wasn't of much use with the Barbs and Chains of Scorn, but its effects are noticeable when using the Force Hollow. Fury can swing the Mallet of Scorn much faster than normal when under the effects of a Frenzy Shard.

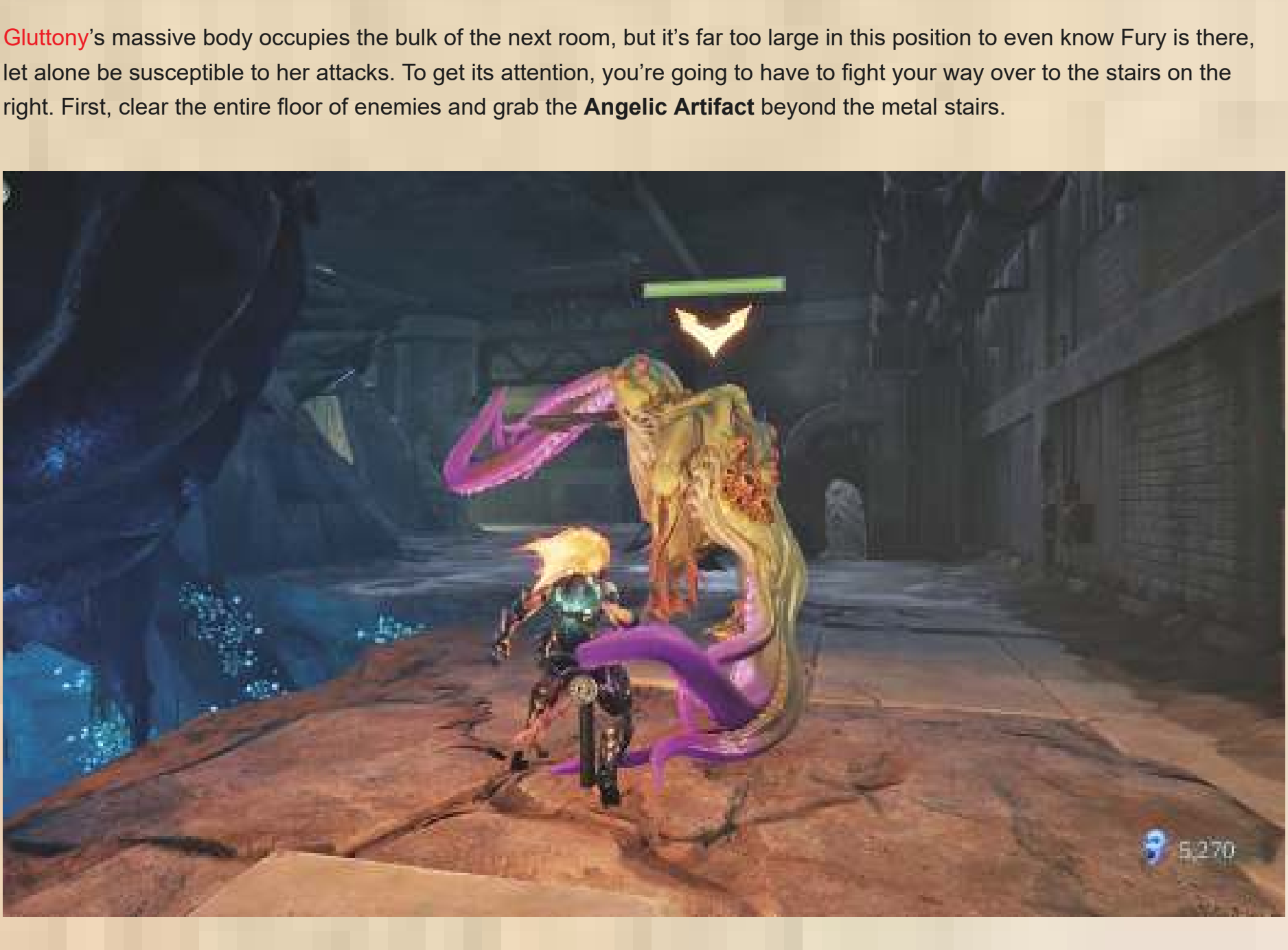
Collect the **Invigoration Core** from the far side of the tracks, then set about smashing all of the purple coral lining the tracks and encasing the train car. Use the Mallet of Scorn to knock the train backwards, to the southern end of the tracks. This puts it in position to switch to the western track. But first you need to throw the switch.

Leap from the train car to the top of the scaffolding where the Incandescent Remains can be seen glowing. Use the Force Ball ability to roll along the ceiling to the control room and pull the lever. This not only switches the active tracks below but opens the door so Fury can descend the stairs back to the platform.

Flame Jump from the train to the rocky ledge above. Grab the **Angelic Artifact** and continue leaping to the top ledge. Snag the Piece of Adamantine from behind the purple rocks to the east, then head down the sloping tunnel to the west.

Dodge forward to avoid the dart thrown by the Ranged Minions in the cave, then hit them with a Flip Saw attack.

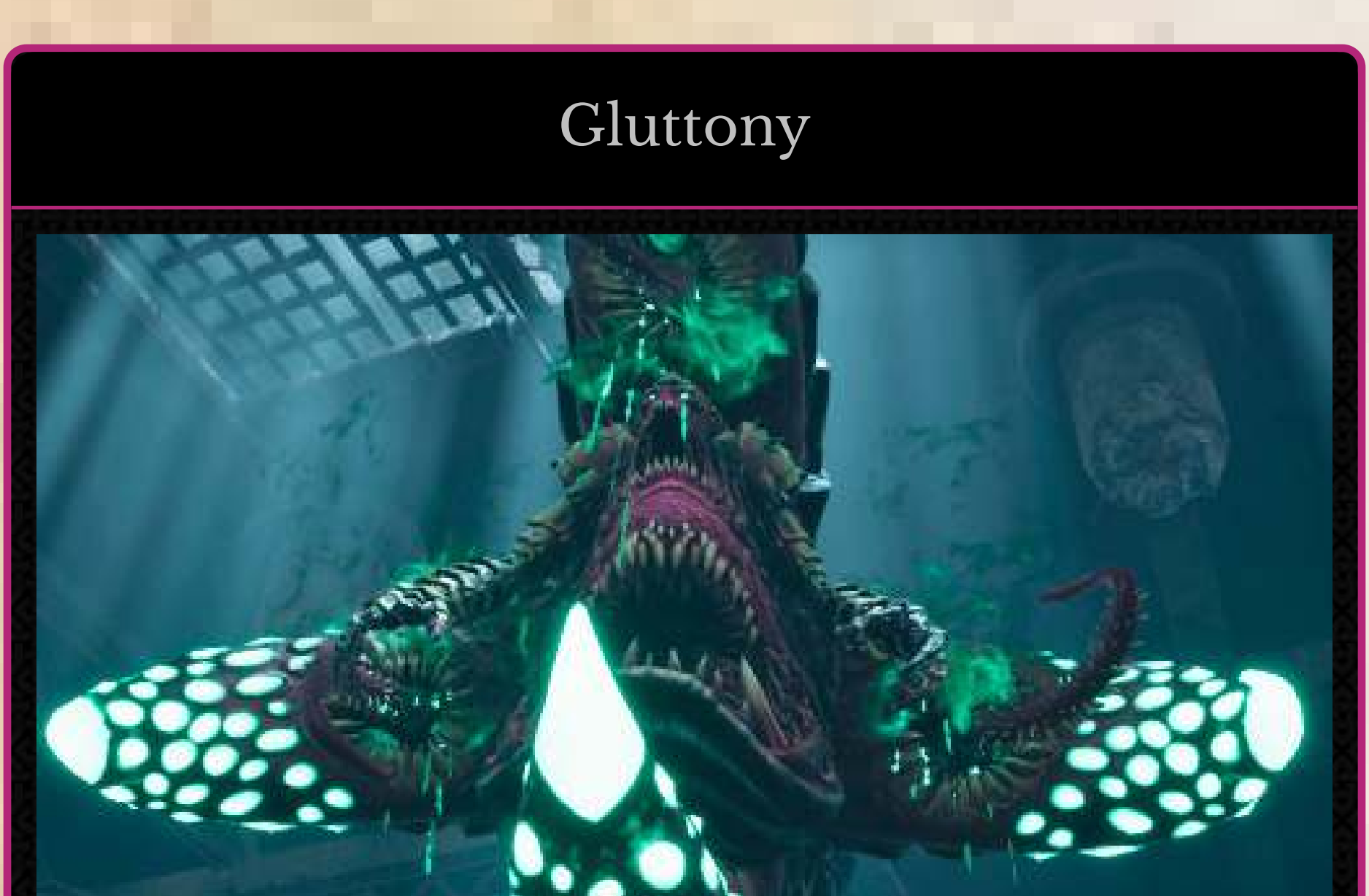
Pull the lever on the wall to open the adjacent gate. This allows Fury a quick route back to the Serpent Hole in Sunken Tracks. Consider heading back now to feed Souls to Vulgrim and make a trip to Ulthane to upgrade the Mallet of Scorn.



Throw the lever in the control room, then send the train hurtling to the north end of the tunnel.

BRING THE FIGHT TO GLUTTONY

Gluttony's massive body occupies the bulk of the next room, but it's far too large in this position to even know Fury is there, let alone be susceptible to her attacks. To get its attention, you're going to have to fight your way over to the stairs on the right. First, clear the entire floor of enemies and grab the **Angelic Artifact** beyond the metal stairs.

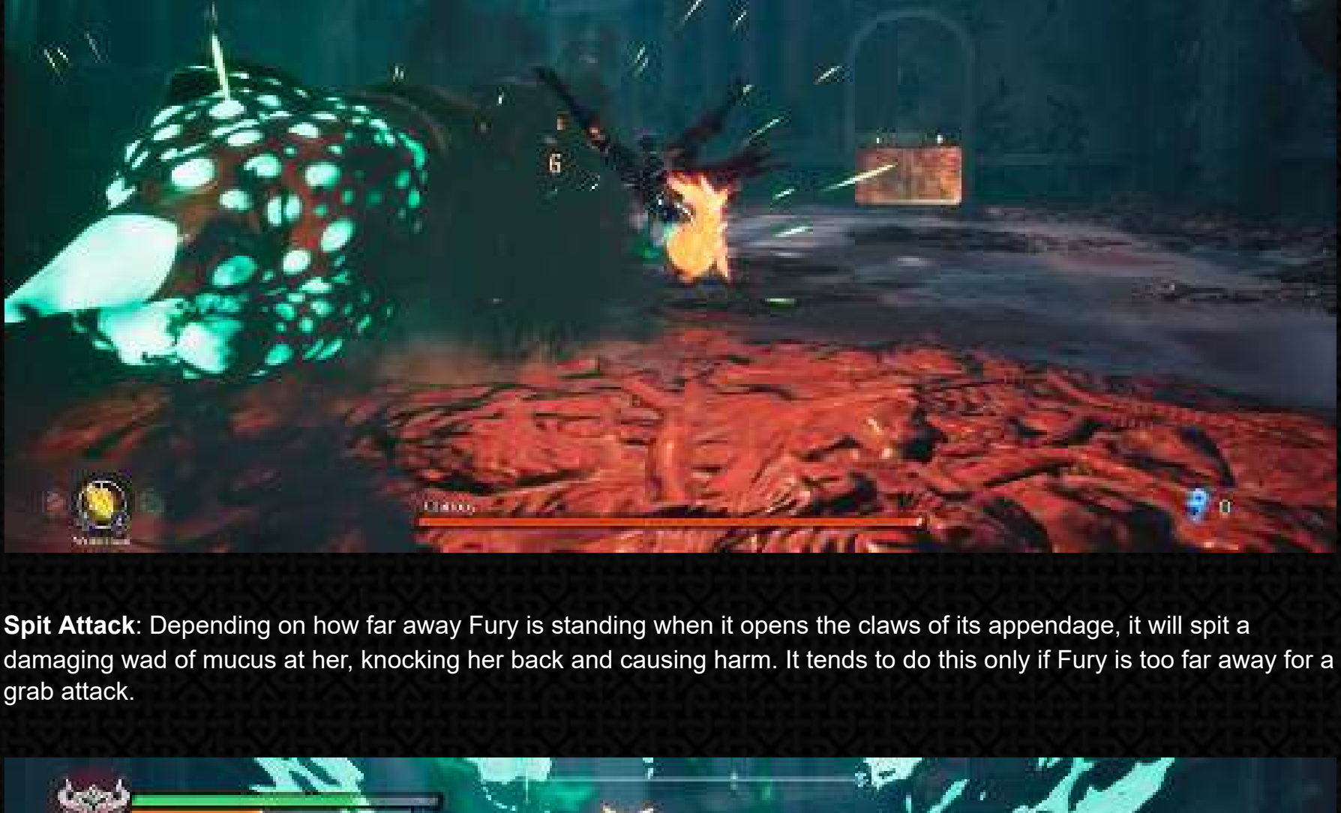


Clear the area of enemies, then return to the Serpent Hole for last-minute upgrades.

Top off your Health, activate the Flame Hollow, and consume an Undying Shard or Fortification Shard. It's time to get to work.

Gluttony

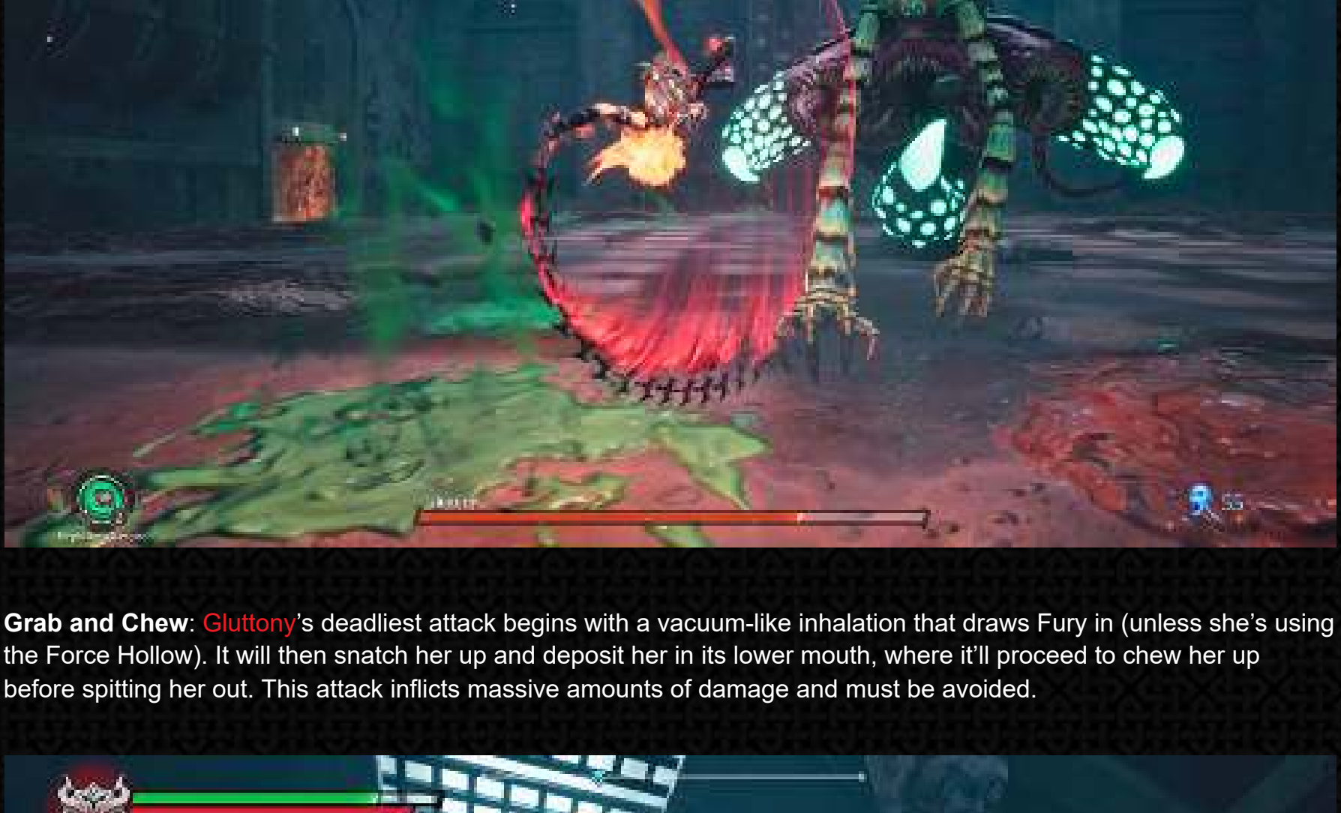
Tentacle Swipe: Gluttony swings its lengthy appendage along the floor in a semicircle. The only way to dodge it is to retreat beyond its reach, though a perfectly timed Flame Jump may prove safe.



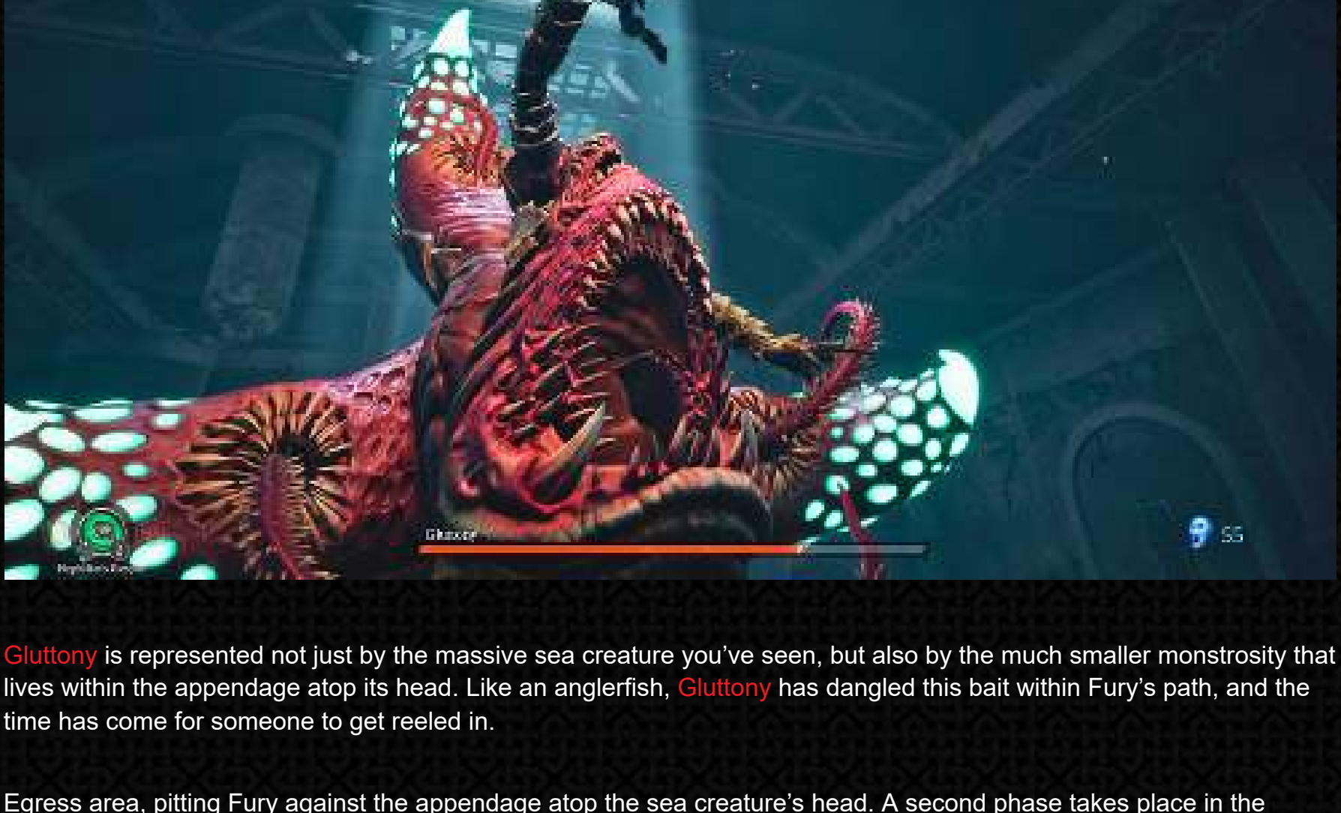
Tentacle Slam: After two successive swipe attacks, Gluttony slams the tentacle down on the floor in an effort to crush Fury. This is her chance to attack!

Spit Attack: Depending on how far away Fury is standing when it opens the claws of its appendage, it will spit a damaging wad of mucus at her, knocking her back and causing harm. It tends to do this only if Fury is too far away for a grab attack.

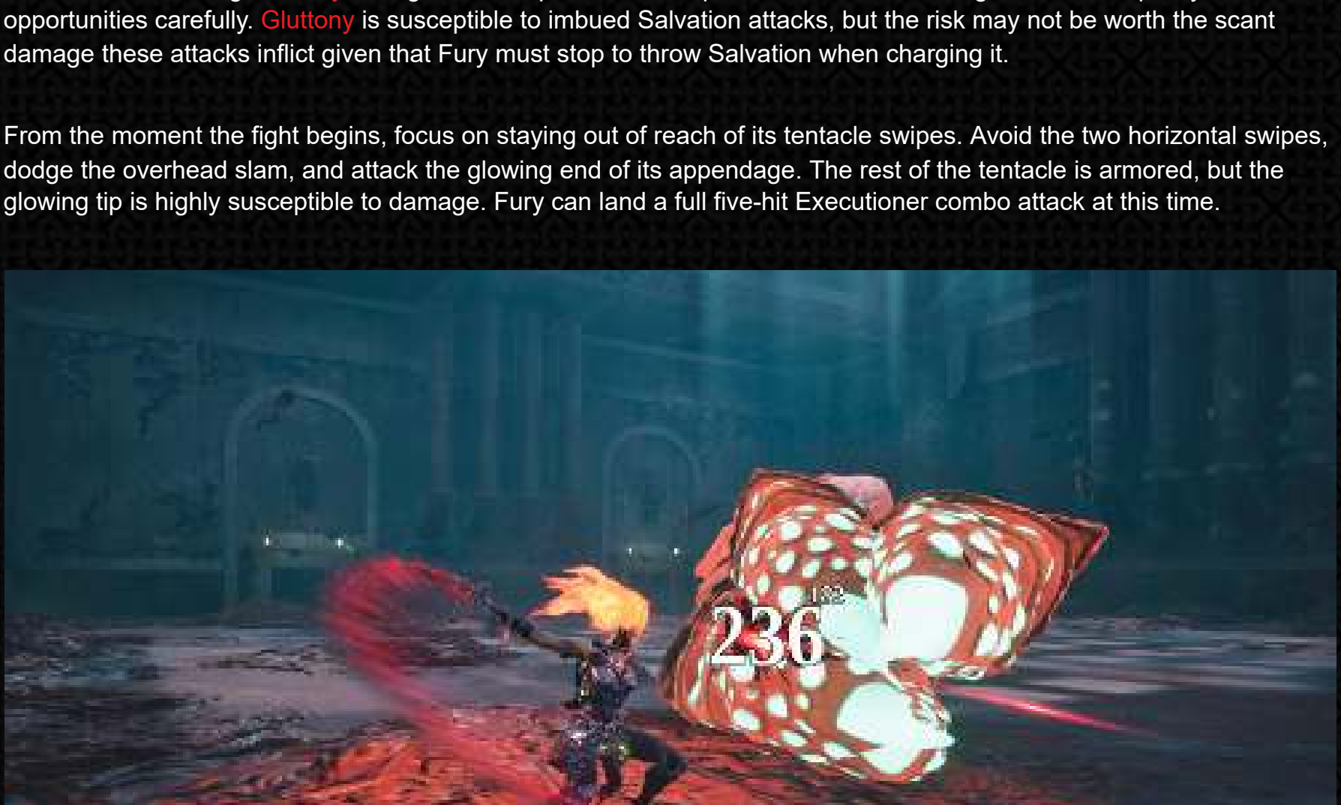
Aerial Bombs: Start circle-strafing around Gluttony whenever its appendage goes vertical. This is the best way to avoid its toxic bombs. These bombs puddle on the floor, creating various hazards to avoid. Don't step into the teal-colored mucus.



Claw Swipe: The creature within the unfurled claws of the appendage will periodically reach out with its elastic arms in an attempt to claw at Fury. Dodge to the side to avoid this attack.



Grab and Chew: Gluttony's deadliest attack begins with a vacuum-like inhalation that draws Fury in (unless she's using the Force Hollow). It will then snatch her up and deposit her in its lower mouth, where it'll proceed to chew her up before spitting her out. This attack inflicts massive amounts of damage and must be avoided.



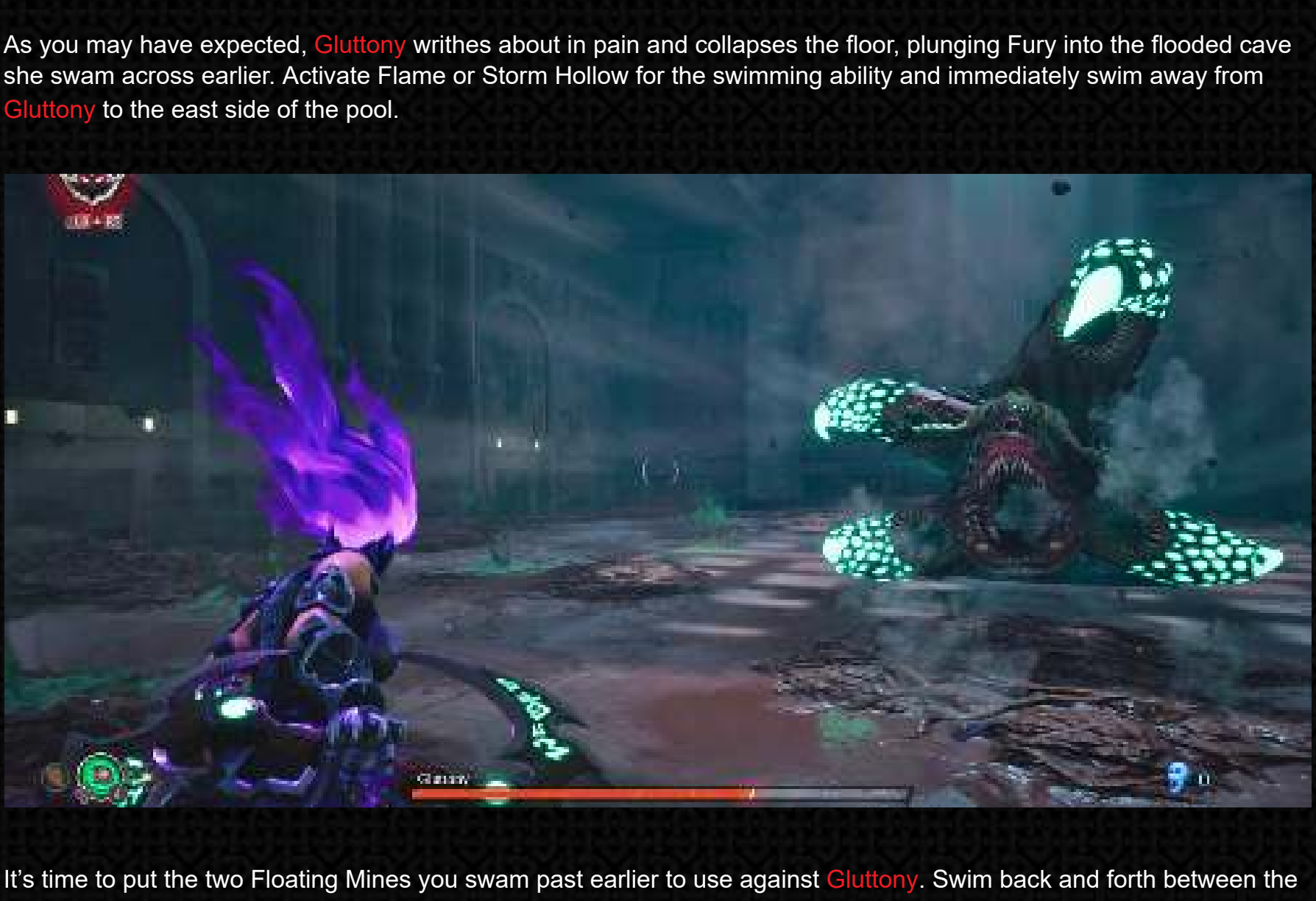
Gluttony is represented not just by the massive sea creature you've seen, but also by the much smaller monstrosity that lives within the appendage atop its head. Like an anglerfish, Gluttony has dangled this bait within Fury's path, and the time has come for someone to get reeled in.

Egress area, pitting Fury against the appendage atop the sea creature's head. A second phase takes place in the watery cave far below, but only if Fury survives to see it.

The trick to outlasting Gluttony during this initial phase is to be patient, focus on avoiding attacks, and pick your opportunities carefully. Gluttony is susceptible to imbued Salvation attacks, but the risk may not be worth the scant damage these attacks inflict given that Fury must stop to throw Salvation when charging it.

From the moment the fight begins, focus on staying out of reach of its tentacle swipes. Avoid the two horizontal swipes, dodge the overhead slam, and attack the glowing end of its appendage. The rest of the tentacle is armored, but the glowing tip is highly susceptible to damage. Fury can land a full five-hit Executioner combo attack at this time.

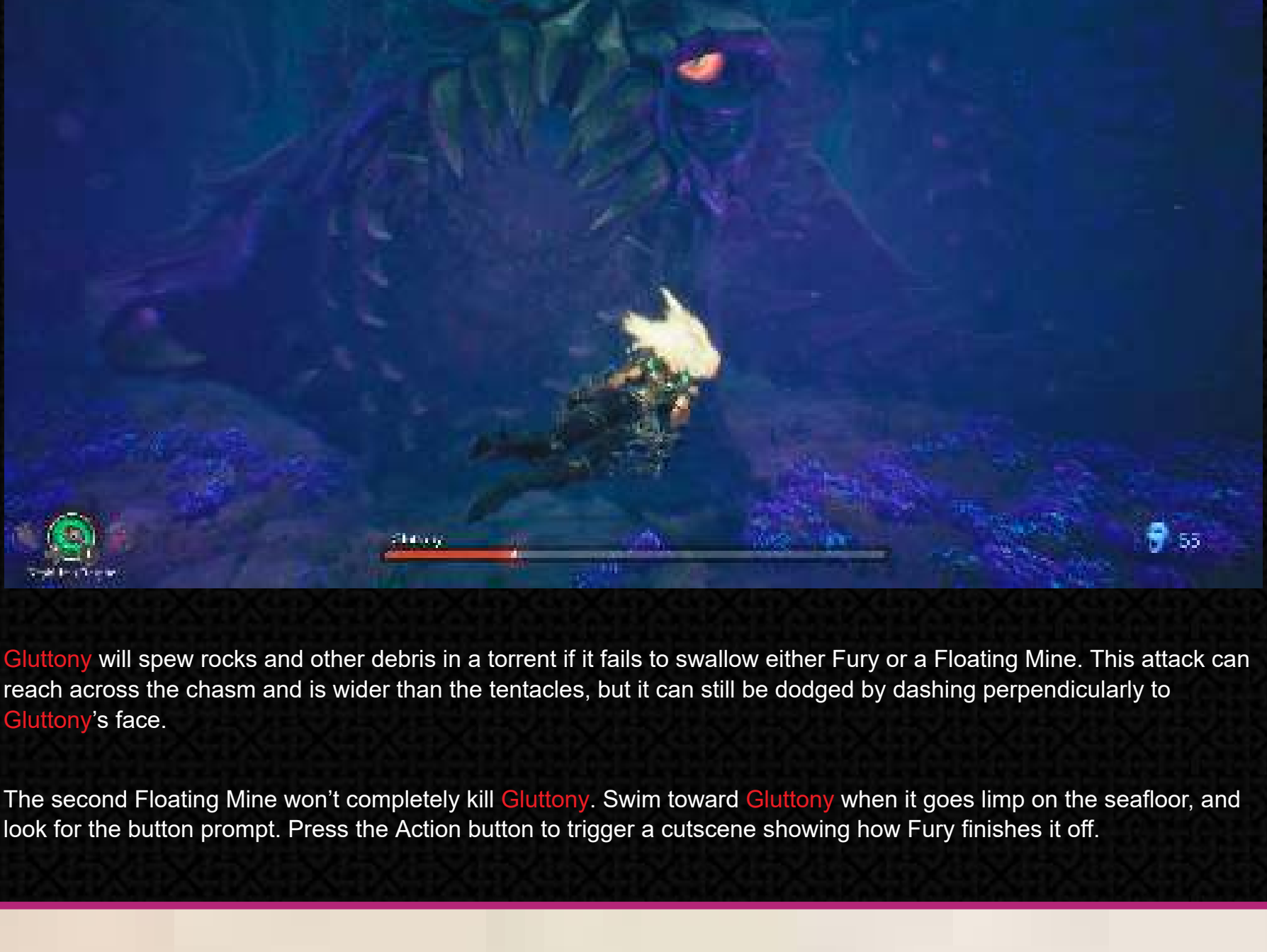
Start running in a wide circle around it whenever it goes vertical. This keeps Fury clear of the toxic puddles the bombs leave behind. Move closer as it bends down to face off against Fury. Standing too far away at this point leaves you vulnerable to its spit attack and, even worse, too far away to do any damage. Instead, stick close, dodge its claw swipes, and hit it with Arcane Counters and quick hits.



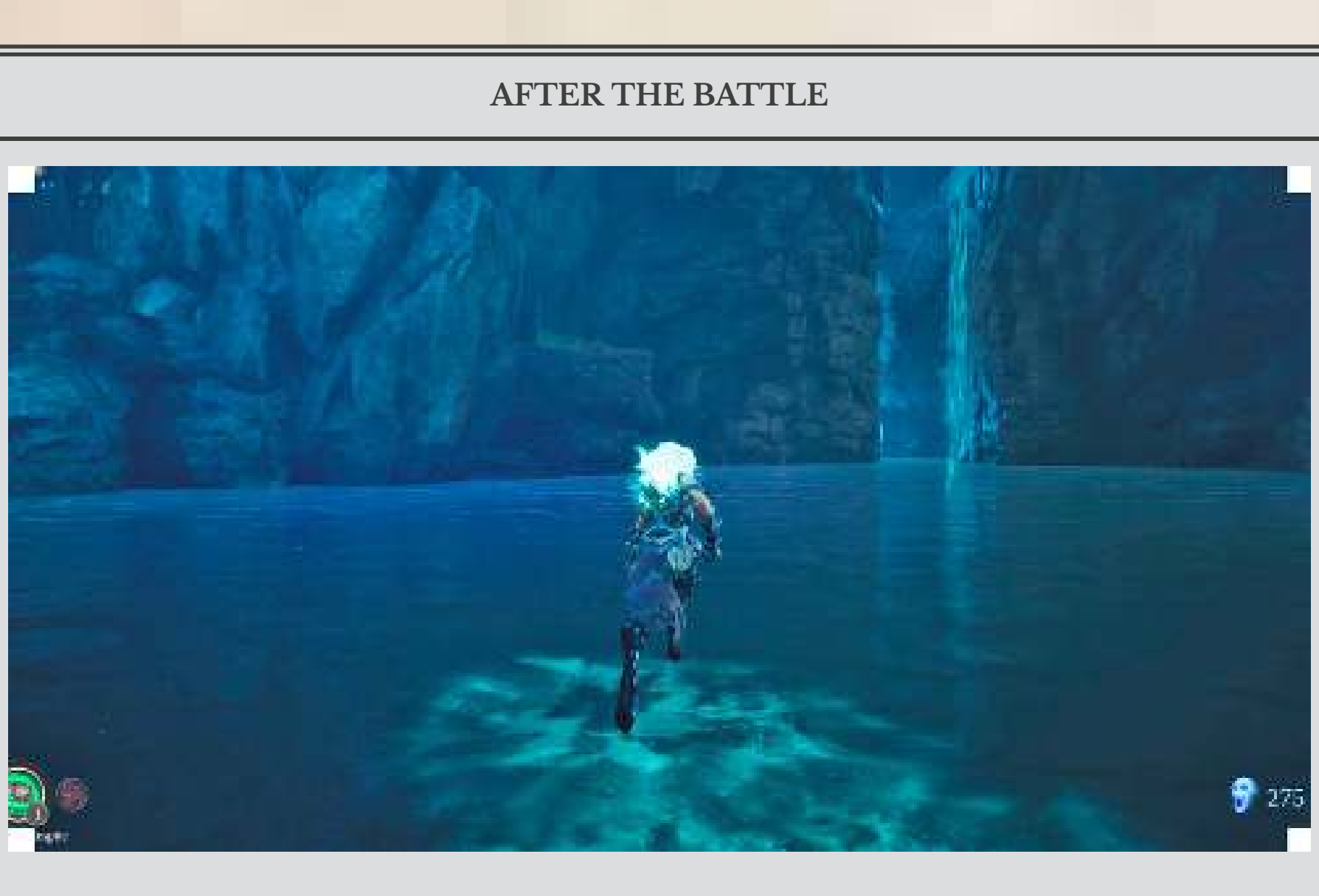
Activate Force Hollow as soon as Gluttony begins its massive inhalation. The same heft that keeps Fury on the seafloor will prevent her from being sucked into Gluttony's massive maw. Instead, stand back and hurl Salvation at it while it continues to try to suck you in. It won't inflict a lot of damage, but every little bit helps. The closer Gluttony gets to only having 50 percent Health remaining, the more erratic it behaves. Keep your distance, dodge the tentacle slam attacks, and slash away at the glowing appendage to critically wound it.

As you may have expected, Gluttony writhes about in pain and collapses the floor, plunging Fury into the flooded cave she swam across earlier. Activate Flame or Storm Hollow for the swimming ability and immediately swim away from Gluttony to the east side of the pool.

It's time to put the two Floating Mines you swam past earlier to use against Gluttony. Swim back and forth between the two Floating Mine spawners to get their attention and bait them toward Gluttony. Swim toward Gluttony's face to trigger the inhalation attack. Lure the Floating Mine into the stream of water and debris being sucked into its mouth and then swim away as soon as the Floating Mine gets pulled toward Gluttony.



You have to bait Gluttony into swallowing two Floating Mines in order to defeat it. Though it might seem that Fury is safer away from Gluttony, its tentacles can reach clear across the cavern, so be sure to swim perpendicular to it in order to avoid the tentacle swipes. This will also keep Fury clear of its occasional snapping bite attacks.



Gluttony will spew rocks and other debris in a torrent if it fails to swallow either Fury or a Floating Mine. This attack can reach across the chasm and is wider than the tentacles, but it can still be dodged by dashing perpendicularly to Gluttony's face.

The second Floating Mine won't completely kill Gluttony. Swim toward Gluttony when it goes limp on the seafloor, and look for the button prompt. Press the Action button to trigger a cutscene showing how Fury finishes it off.

AFTER THE BATTLE

Fury returns from another encounter with the Lord of the Hollows in possession of the Stasis Hollow. Collect the **Luminous Visage** and leap from the water while in Stasis form to walk on the lake surface. The water stays frozen long enough for Fury to activate the Flame Hollow and Flame Jump out of the lake. Return to the nearby Serpent Hole in Eroded Pipeline and take a breather. This is a great spot from which to launch a thorough scavenger sweep of numerous regions, beginning right here in the Depths.

Path to Wrath

The defeat of Gluttony brings Fury's tally of Sins to five, leaving Wrath and Pride at large. Though Fury did find a way to repel Wrath during an earlier encounter, the Lord of the Hollows intervened before she could capture him with the Talisman of Sin. And though he is still at large, he's no longer so easy to find. Fury must continue her pursuit at Scar, Wrath's current location.

Fury's Path

Begin making your way to Scar.

Use the four Hollows for bonus exploration (optional).

Use Stasis form to navigate the Gnarled Cliffs.

Ride the lift down to the quarry.

Navigate the canyon facility and flood the trench.

Choose sides between Abraxis and the Lord of the Hollows (optional).

Outwit the Tempest in the Lowlands.

Disable the giant drill.

Ride the conveyor belts at the Refinery.

Disable the Tempest.

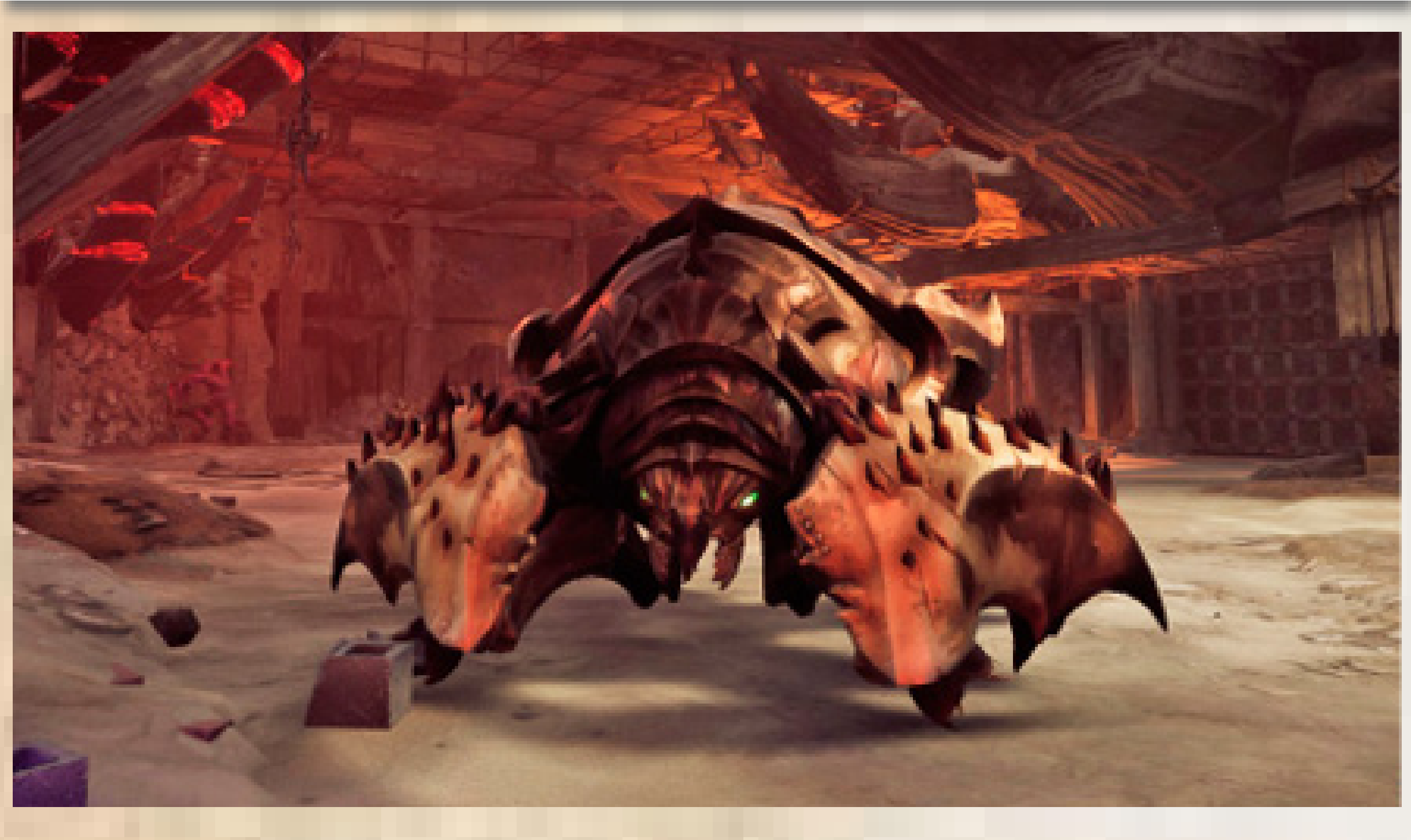
Defeat Wrath.

Battle Prep

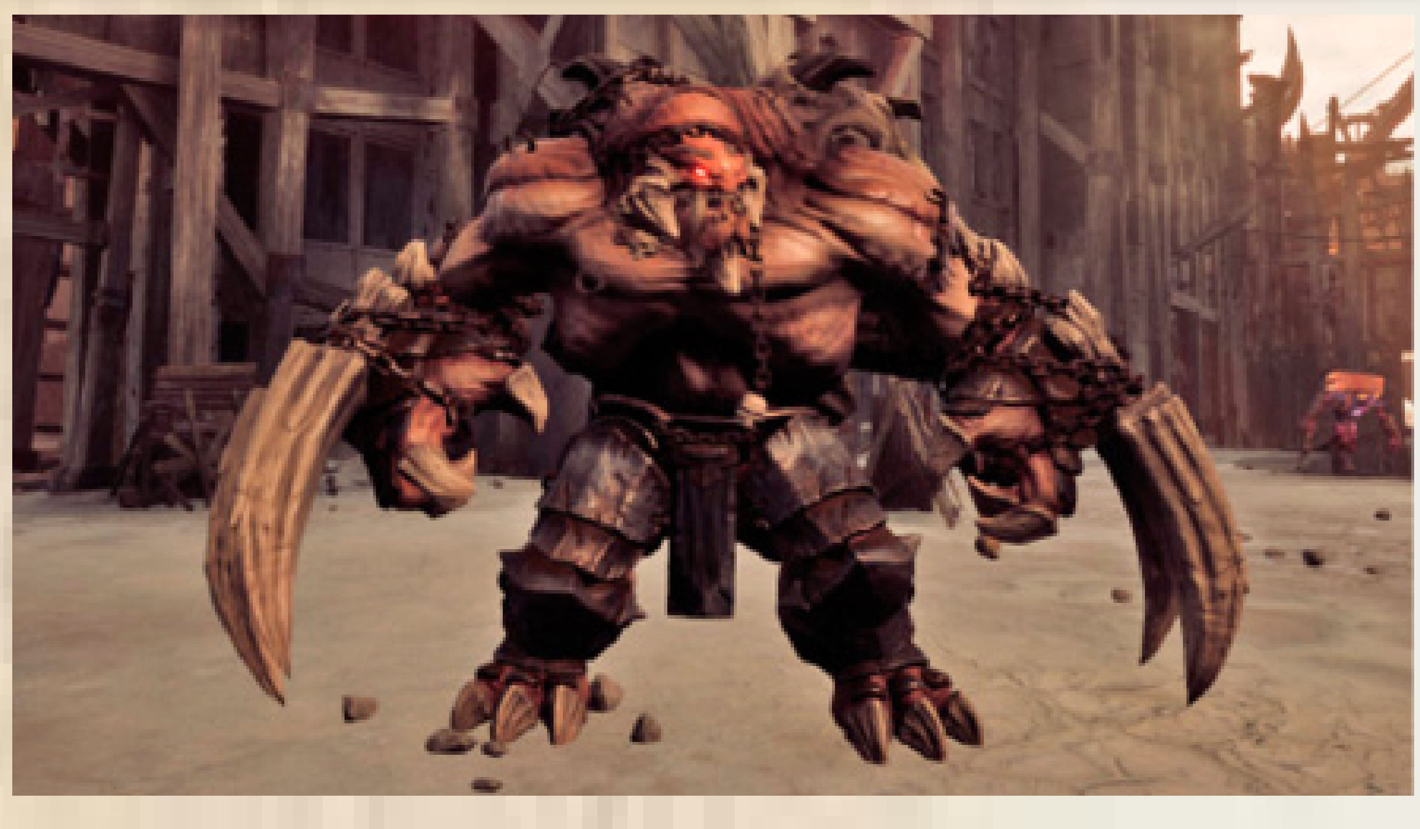
New Encounters

Name
Phantom Wretch
Class
Phantom
Habitat
Scar
Threat Level
Low

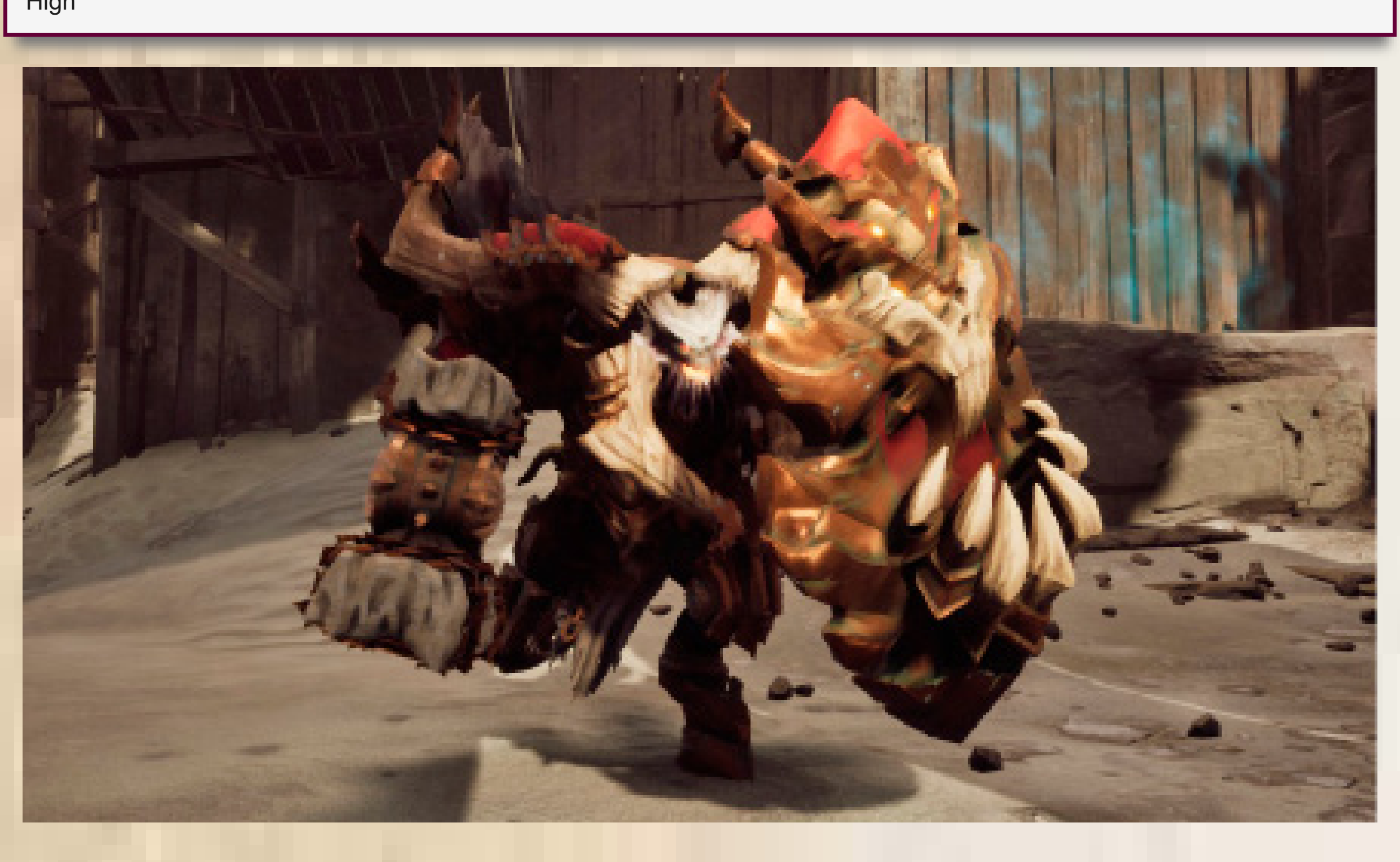
Name
Phantom Guard
Class
Phantom
Habitat
Scar
Threat Level
Moderate



Name
Scarab
Class
Insect
Habitat
Scar
Threat Level
Low



Name
Trauma
Class
Phantom
Habitat
Scar
Threat Level
High



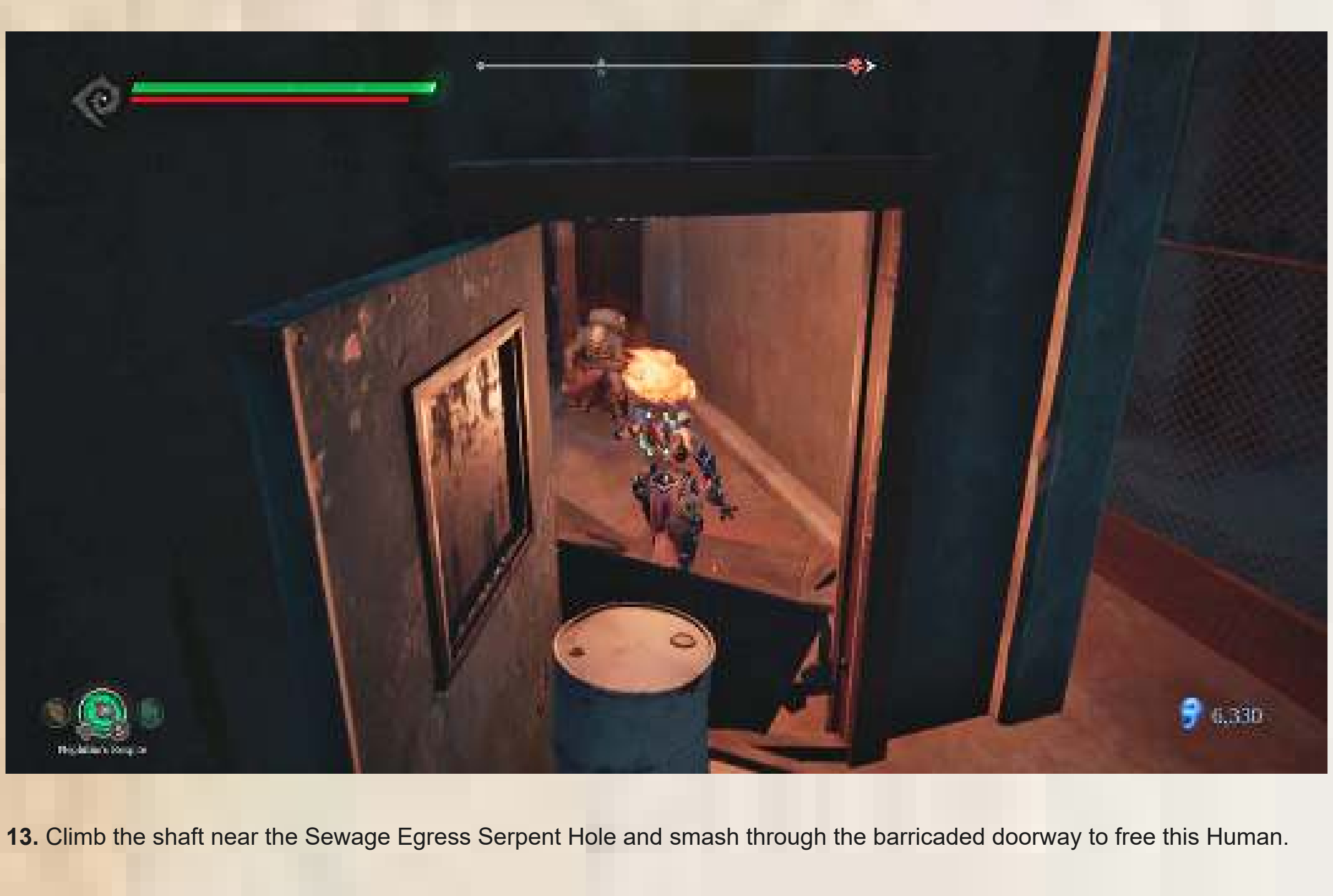
Name
Phantom Guard Captain
Class
Phantom
Habitat
Scar
Threat Level
High

Name
Phantom Guard Ballister
Class
Phantom
Habitat
Scar
Threat Level
Moderate

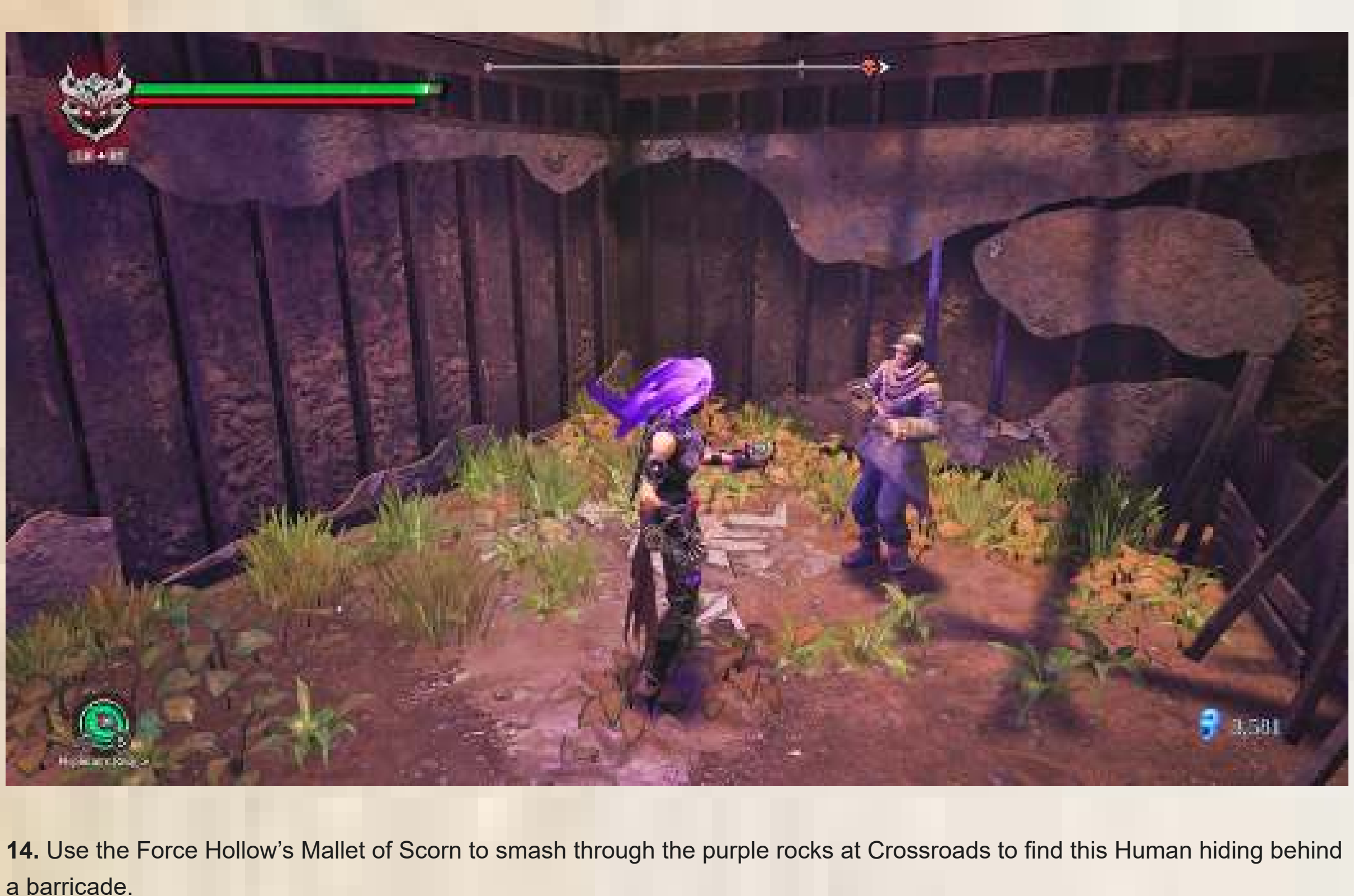
The area known as Scar contains fewer enemies than most regions, but the ones it has are quite durable—and some have the ability to summon reinforcements! The Stasis Hollow will continue to serve Fury best, as the Stasis Shield provides a lengthy dose of near-invincibility. This is especially useful when the Phantom Guard Captain blares its horn. The first horn blast summons enemies, while the second stirs them into a frenzy. Though each Hollow is required in order to navigate a path to Wrath, the presence of a massive tornado known as the Tempest will require frequent use of the Force Hollow if Fury is to stay grounded.

The many Large Lurcher Caches should help you to upgrade Fury to level 60 by the time you reach Wrath. Continue spreading your upgrades across all three attributes until Strength reaches +90 percent, then focus on Arcane and Health. The Chosen in this chapter will earn Fury two additional Essences of a Chosen. Use these wisely to upgrade your enhancements. We recommend shifting focus from enhancements that generate Soul Lurchers to those that increase Arcane damage, generate additional Wrath, and increase Fury's dodge window. Both the Grock and Wrath are quite fast, and an upgraded Obscuris enhancement is worth having on hand.

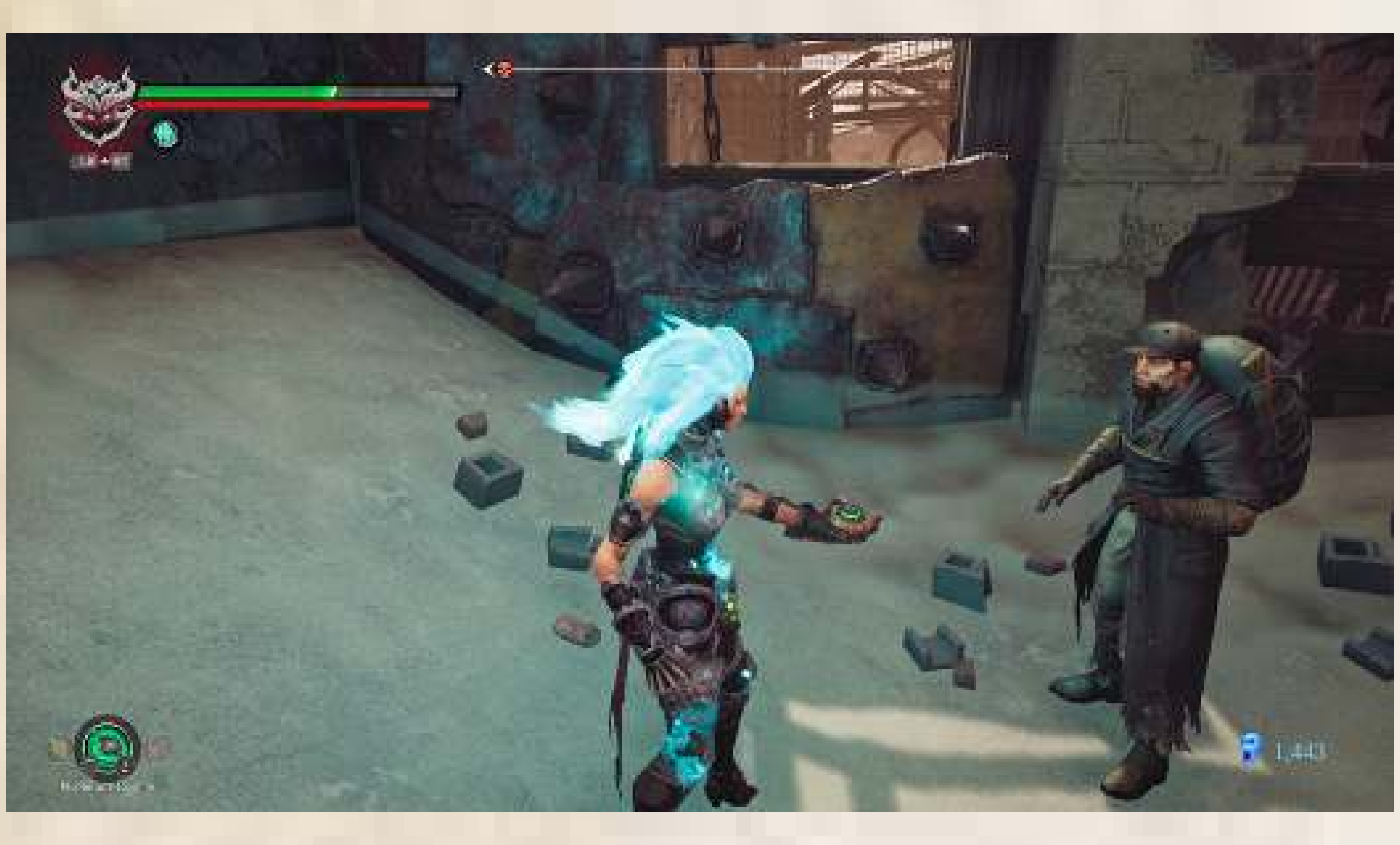
Save the Humans



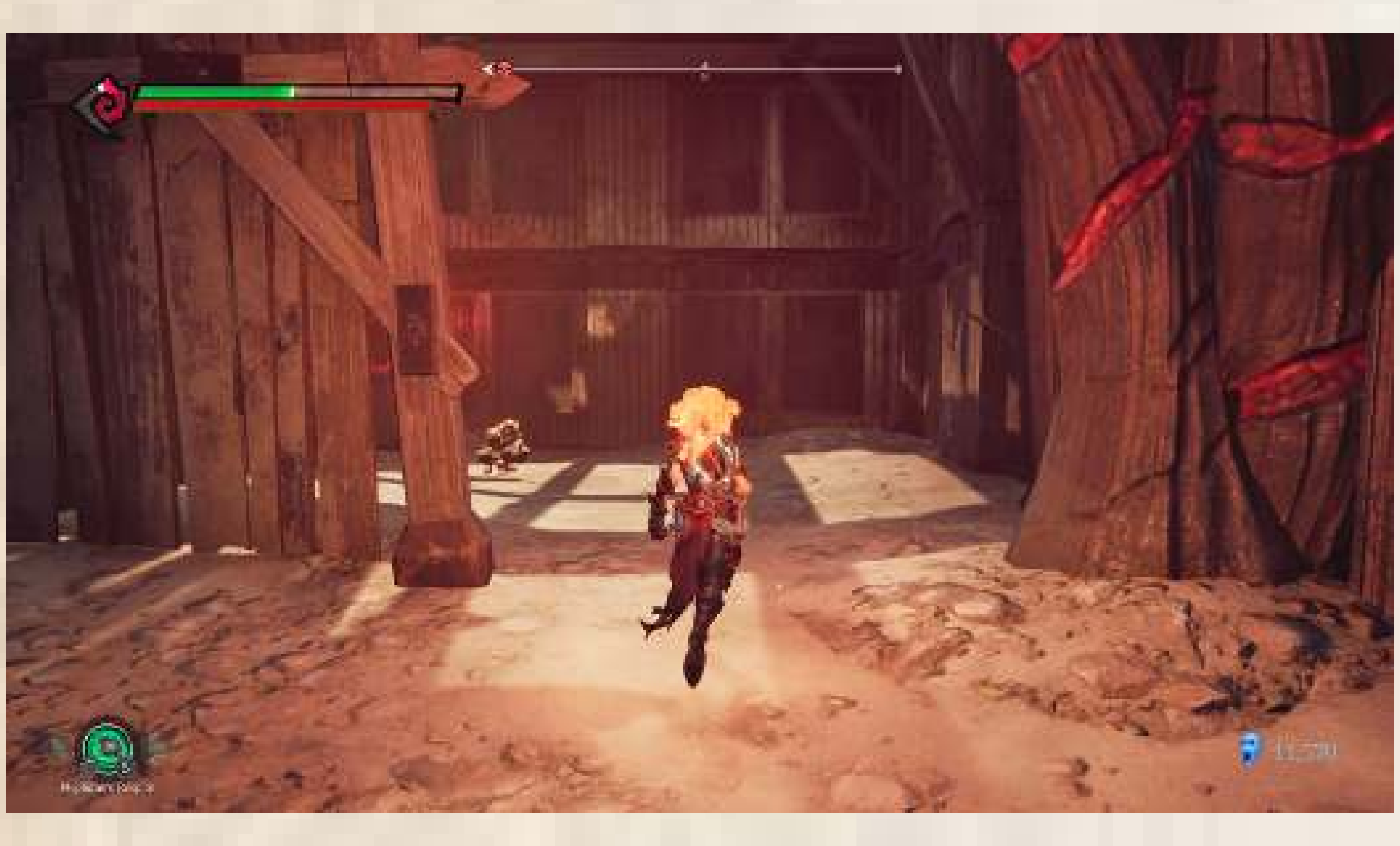
13. Climb the shaft near the Sewage Egress Serpent Hole and smash through the barricaded doorway to free this Human.



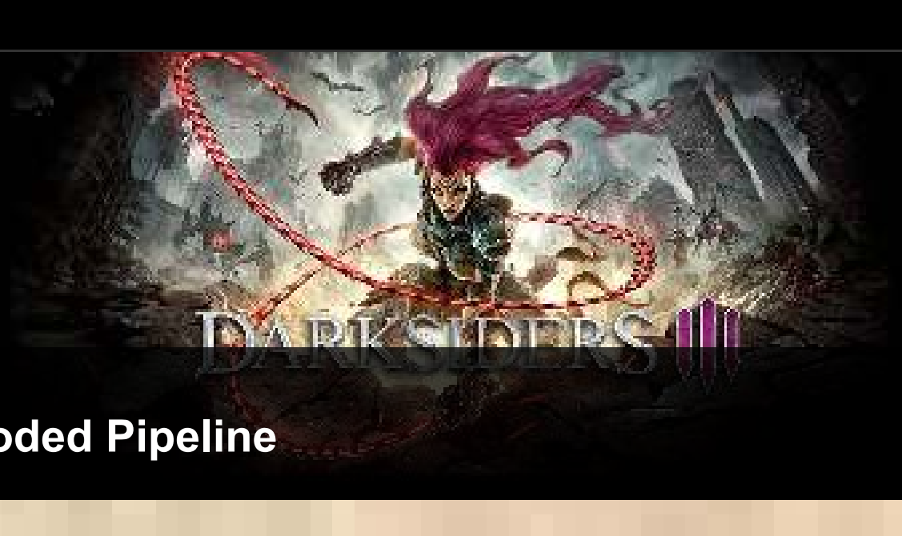
14. Use the Force Hollow's Mallet of Scorn to smash through the purple rocks at Crossroads to find this Human hiding behind a barricade.



15. Use Stasis form to wall jump up the wooden shaft in the north end of the Drilling Annex (near the third spinning contraption) to find this Human.

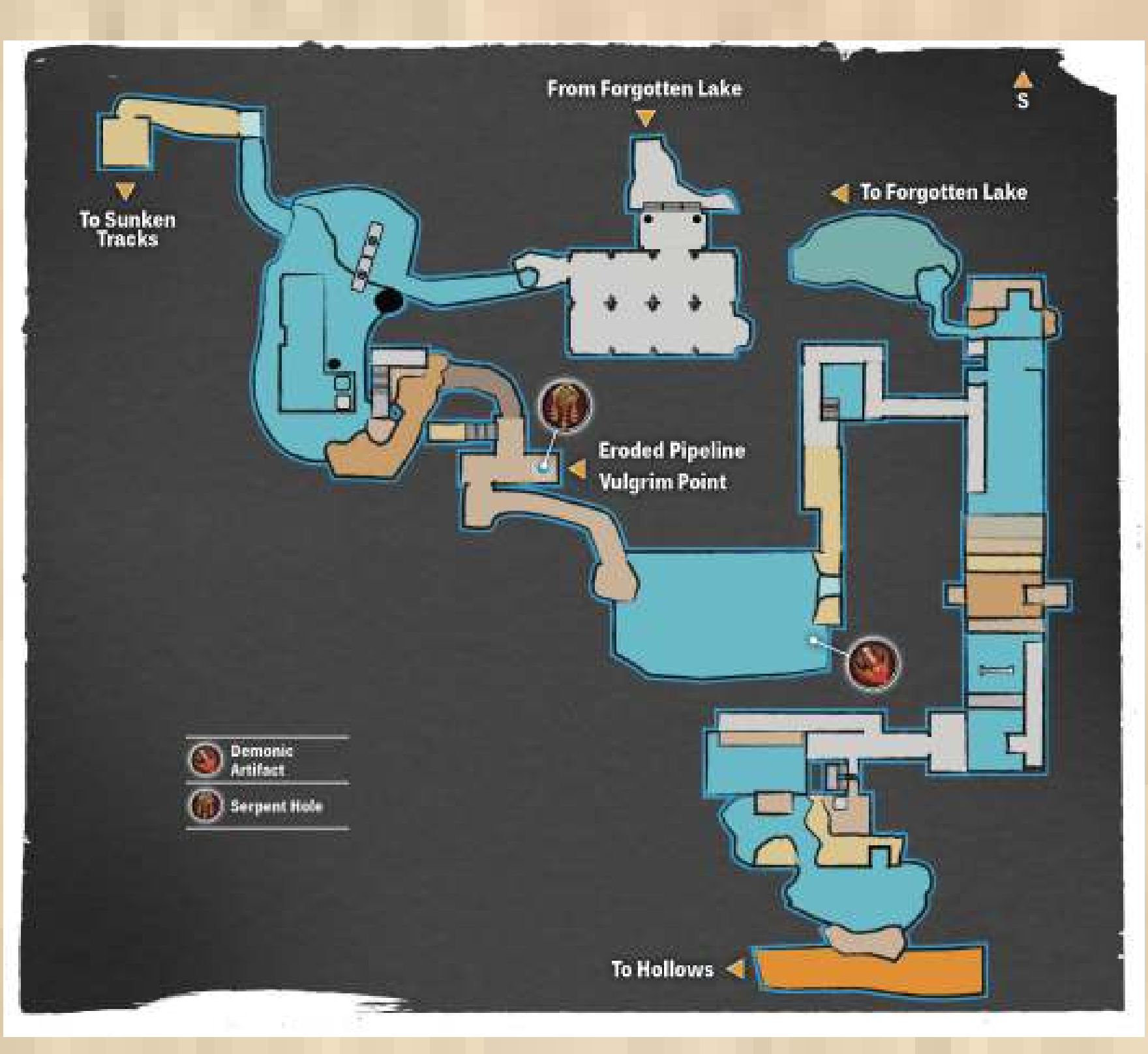


16. Freeze the rollers at the west end of the Drilling Annex and drop beneath them. Head north to find a Human.



Wrath (Revisited)

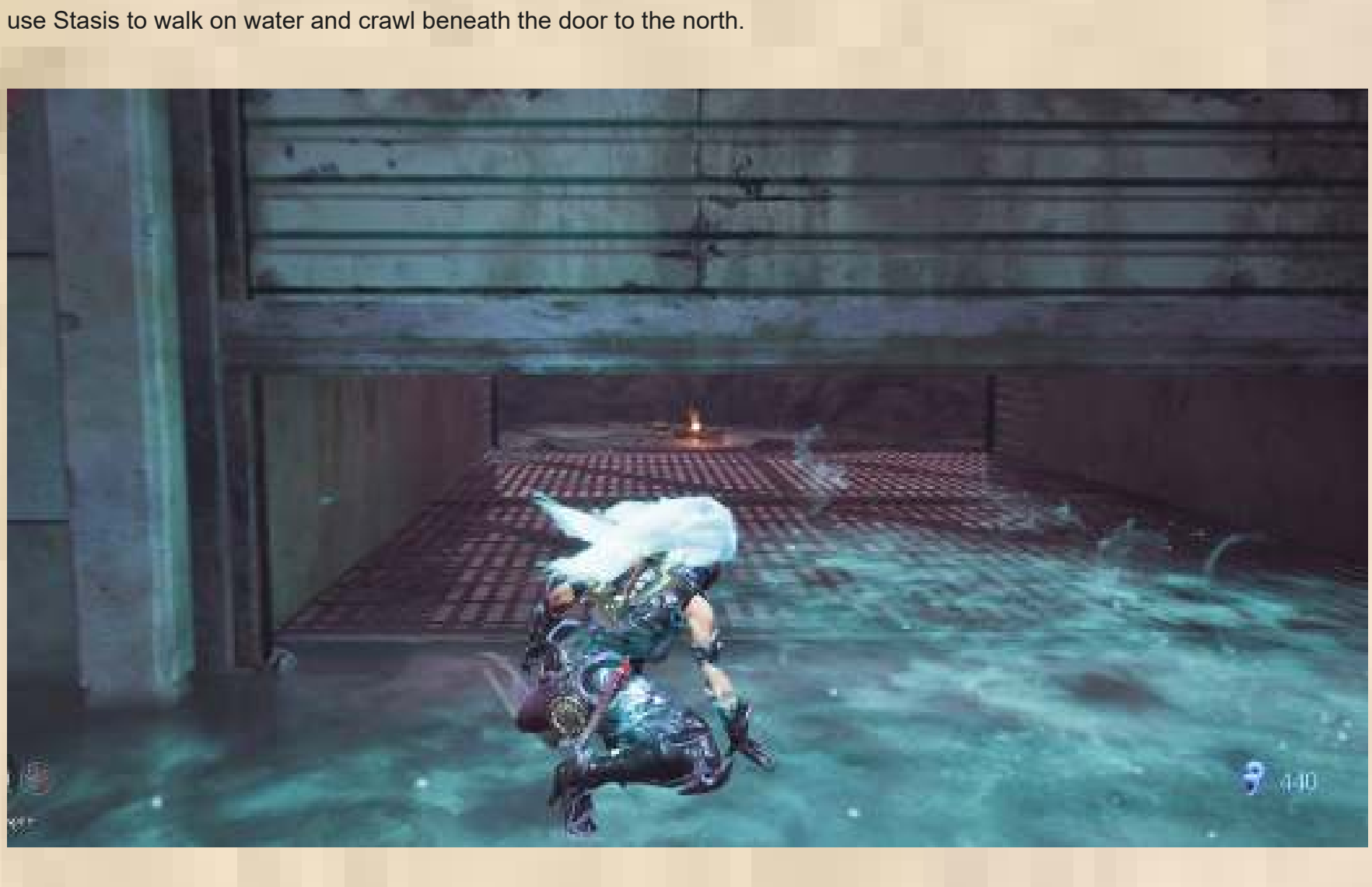
Depths: Eroded Pipeline



THE HUNT CONTINUES

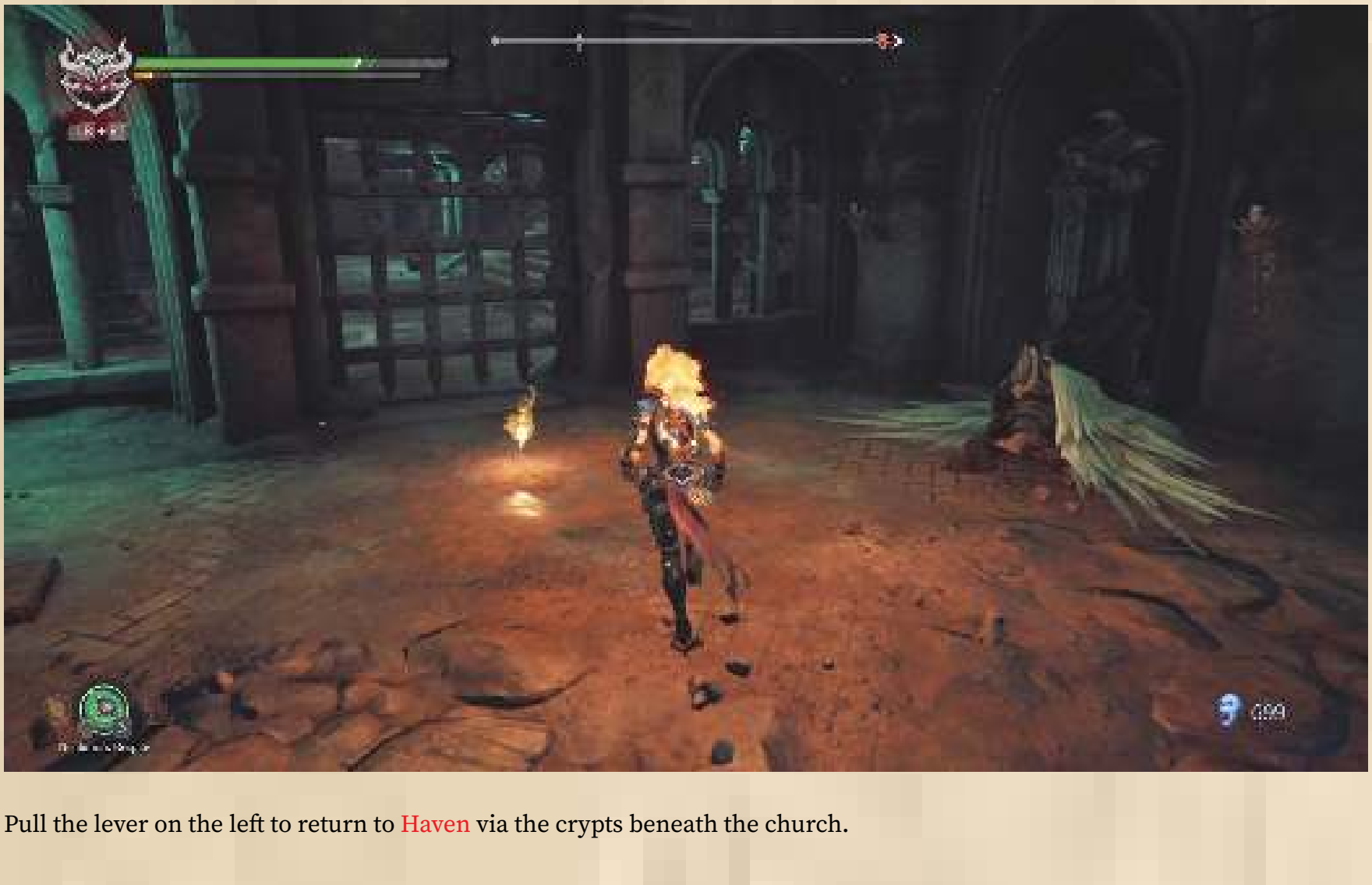
The Lord of the Hollows has chosen to bestow the fourth and final Hollow upon Fury. The Stasis Hollow allows Fury to walk on water, to slow the mechanical movements of objects (and foes!), and to wall jump up specific chimney-like passages. This is the perfect time to use her full assortment of Hollows to explore many of the areas previously visited. There is much to collect—and Fury's power will grow with each new discovery.

From the flooded cavern where you fought Gluttony, use the Stasis Hollow to wall jump up the glowing shaft to the west. Continue through the corridor toward the waste treatment facility at Eroded Pipeline and head north. Flame Jump up the ledges and proceed down the hallway to the east, where you'll find a doorway to the north blocked with a massive purple stone. It can't be moved from this direction, so you'll have to find another way. Ascend the stairs, kill the Deep Lurkers, and use Stasis to walk on water and crawl beneath the door to the north.



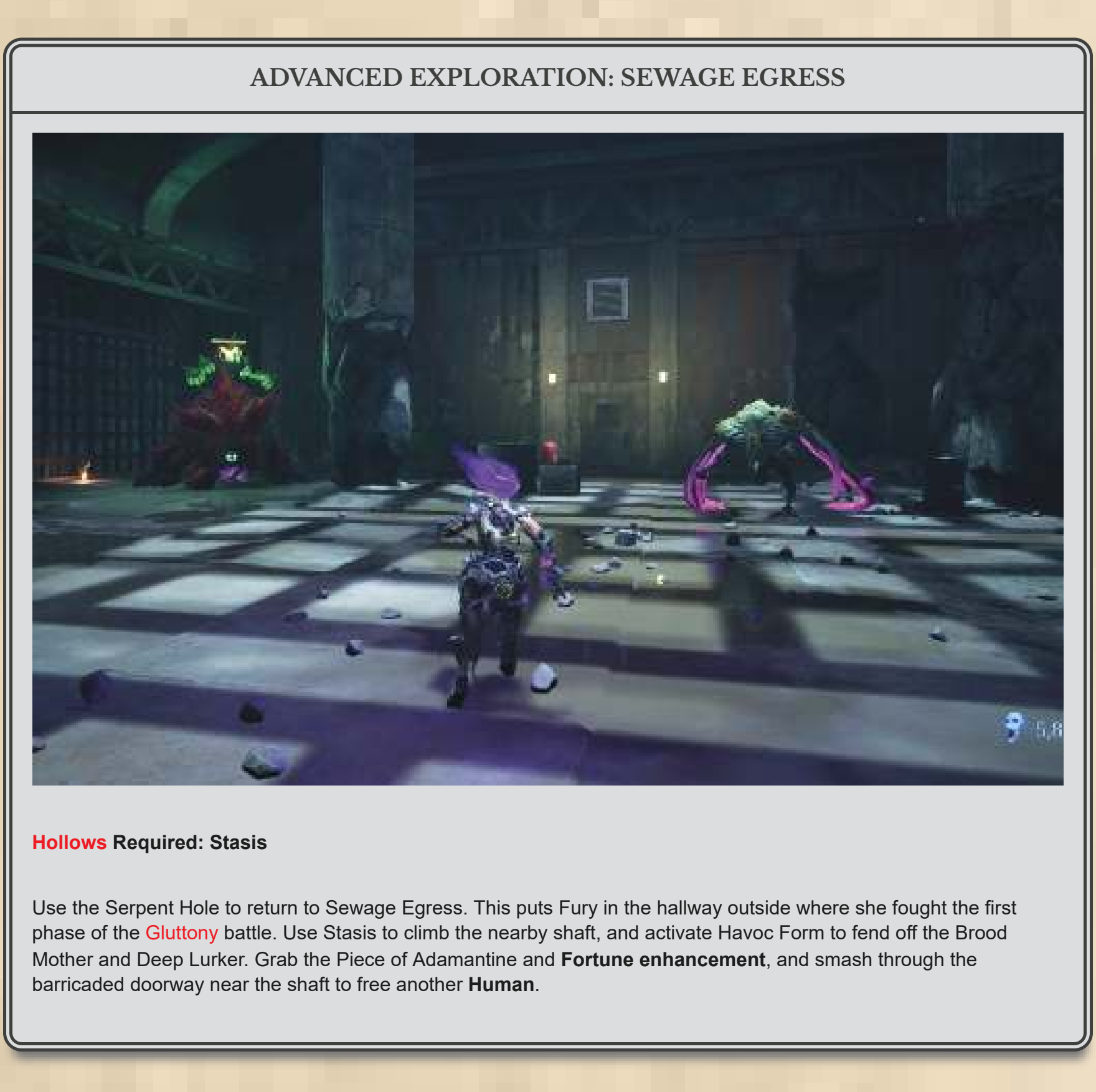
The only way to crawl under this door is by first walking on water.

Swim through the cave to the Stasis chimney in the rocks. Freeze the water and quickly switch to Force form so you can knock the purple rocks from the cliff with Salvation. Climb up.



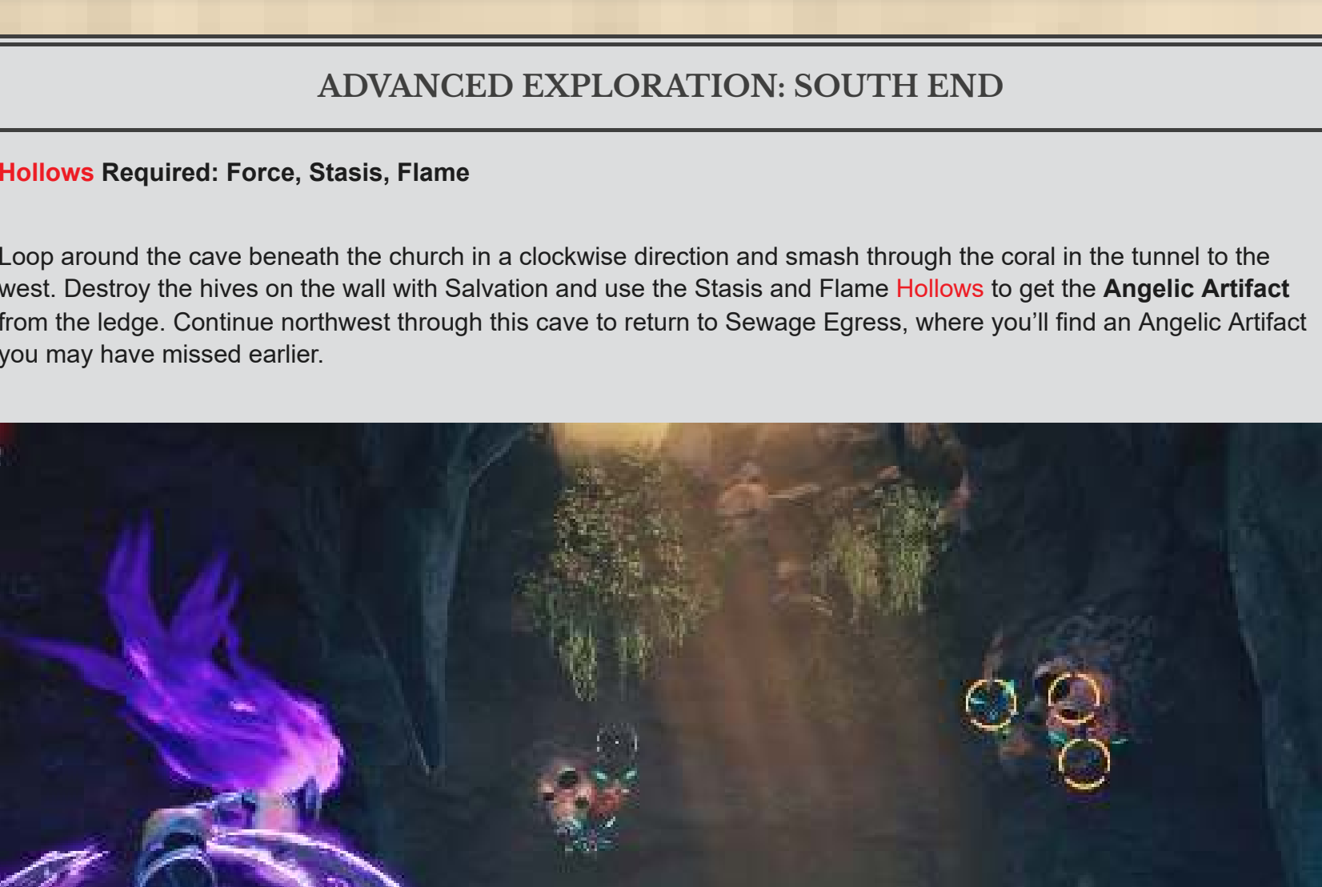
Fury has enough time atop the frozen water to switch Hollows before the ice thaws.

Knock the purple stone out of the way to make it easier to return later, then grab the **Angelic Artifact** from the cliff opposite the waterfall. Return the way you came to the flooded channel beyond the lake, whip swing across the pipes suspended above the water, and kill the Black Minion in the distance. Grab the Piece of Adamantine from behind the webs and then Flame Jump up through the hole to get the **Angelic Artifact** behind the gate in South End.



Pull the lever on the left to return to Haven via the crypts beneath the church.

ADVANCED EXPLORATION: SEWAGE EGRESS



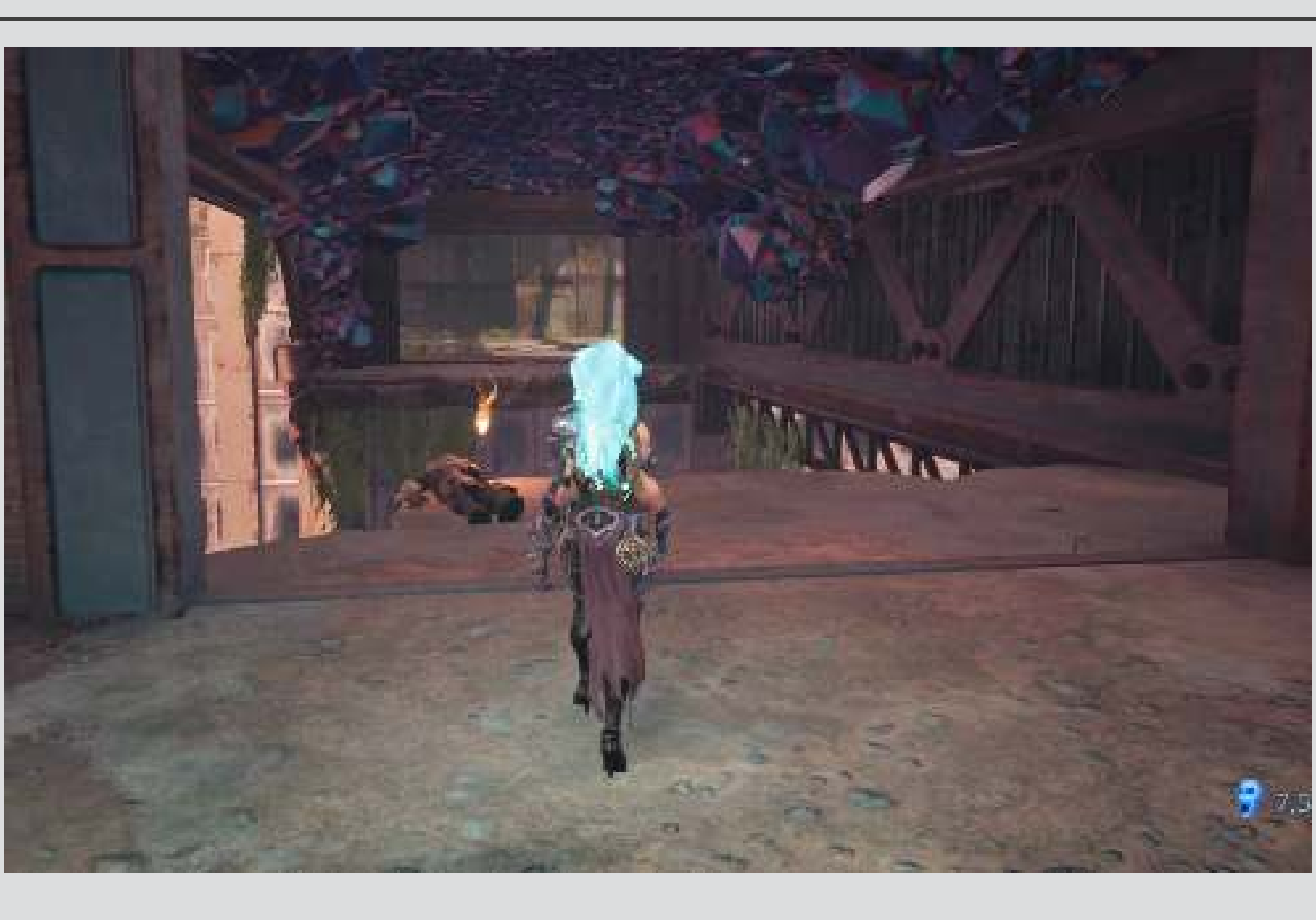
Hollows Required: Stasis

Use the Serpent Hole to return to Sewage Egress. This puts Fury in the hallway outside where she fought the first phase of the Gluttony battle. Use Stasis to climb the nearby shaft, and activate Havoc Form to fend off the Brood Mother and Deep Lurker. Grab the Piece of Adamantine and **Fortune enhancement**, and smash through the barricaded doorway near the shaft to free another **Human**.

ADVANCED EXPLORATION: SOUTH END

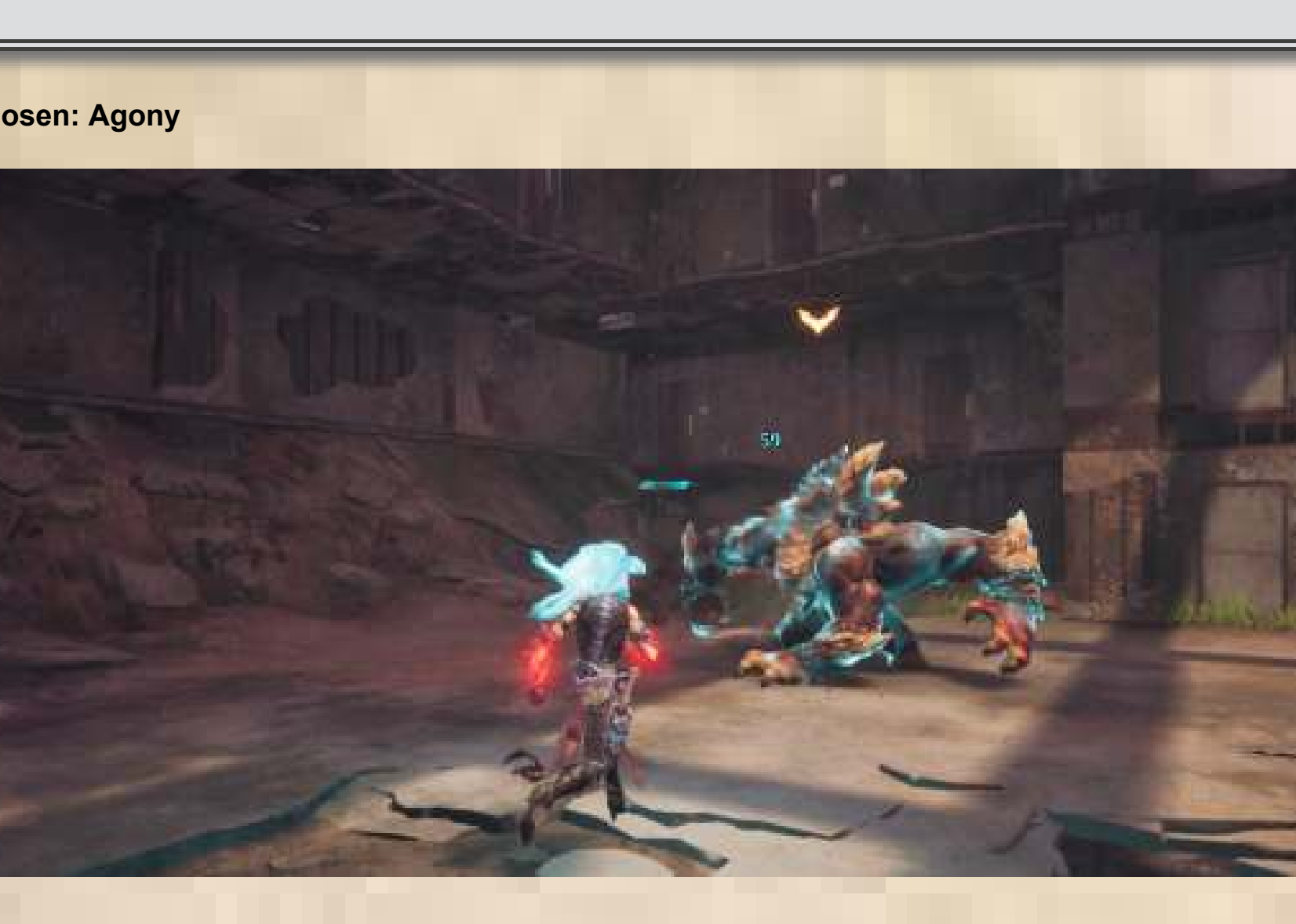
Hollows Required: Force, Stasis, Flame

Loop around the cave beneath the church in a clockwise direction and smash through the coral in the tunnel to the west. Destroy the hives on the wall with Salvation and use the Stasis and Flame Hollows to get the **Angelic Artifact** from the ledge. Continue northwest through this cave to return to Sewage Egress, where you'll find an Angelic Artifact you may have missed earlier.



Return the way you came, but this time continue south. Crawl through the curving tunnel to find another **Angelic Artifact**. Break through the purple rocks to reach the Hulking Carcass area. Run across the swampy water to the Serpent Hole and head for West End.

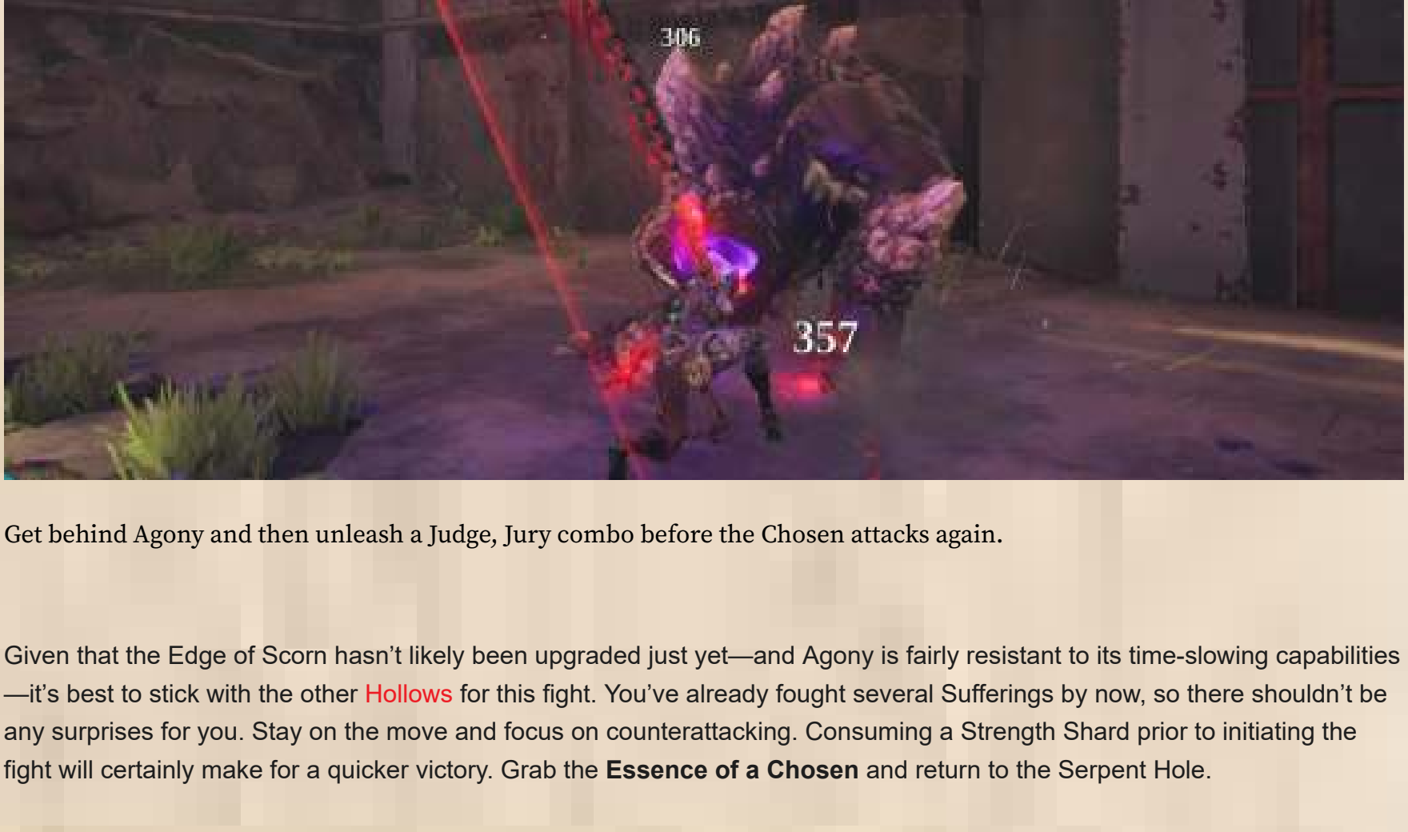
ADVANCED EXPLORATION: WEST END



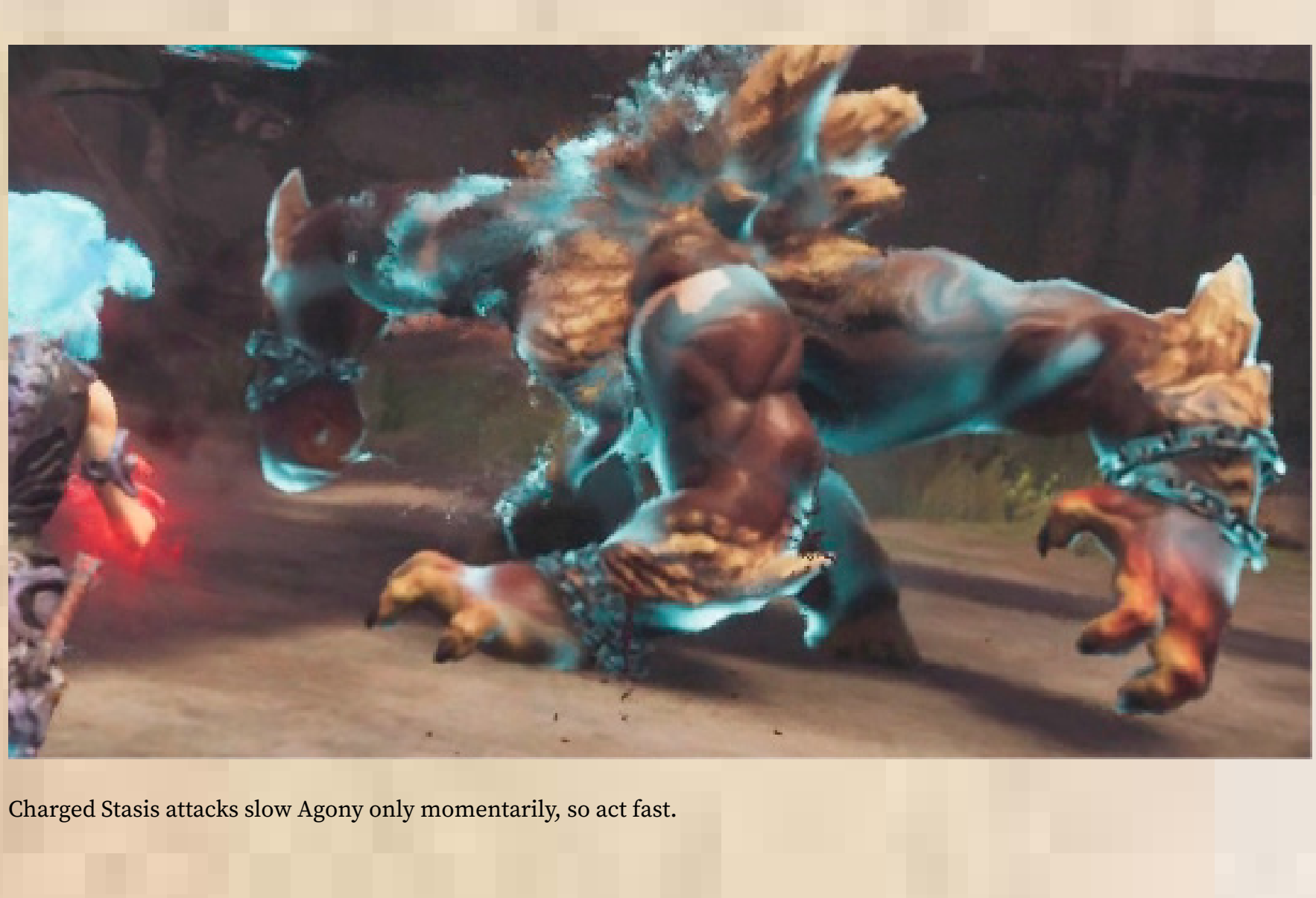
Hollows Required: Stasis, Force

Enter the parking garage and use Stasis form to wall jump up the elevator shaft to an **Angelic Artifact**. Consume a Strength Shard and then Force Ball your way across the ceiling to the building to the west for a battle with Agony, one of the Chosen. Don't miss the Large Lurcher Cache near the ceiling and Piece of Adamantine on the floor in the opposite corner.

Chosen: Agony

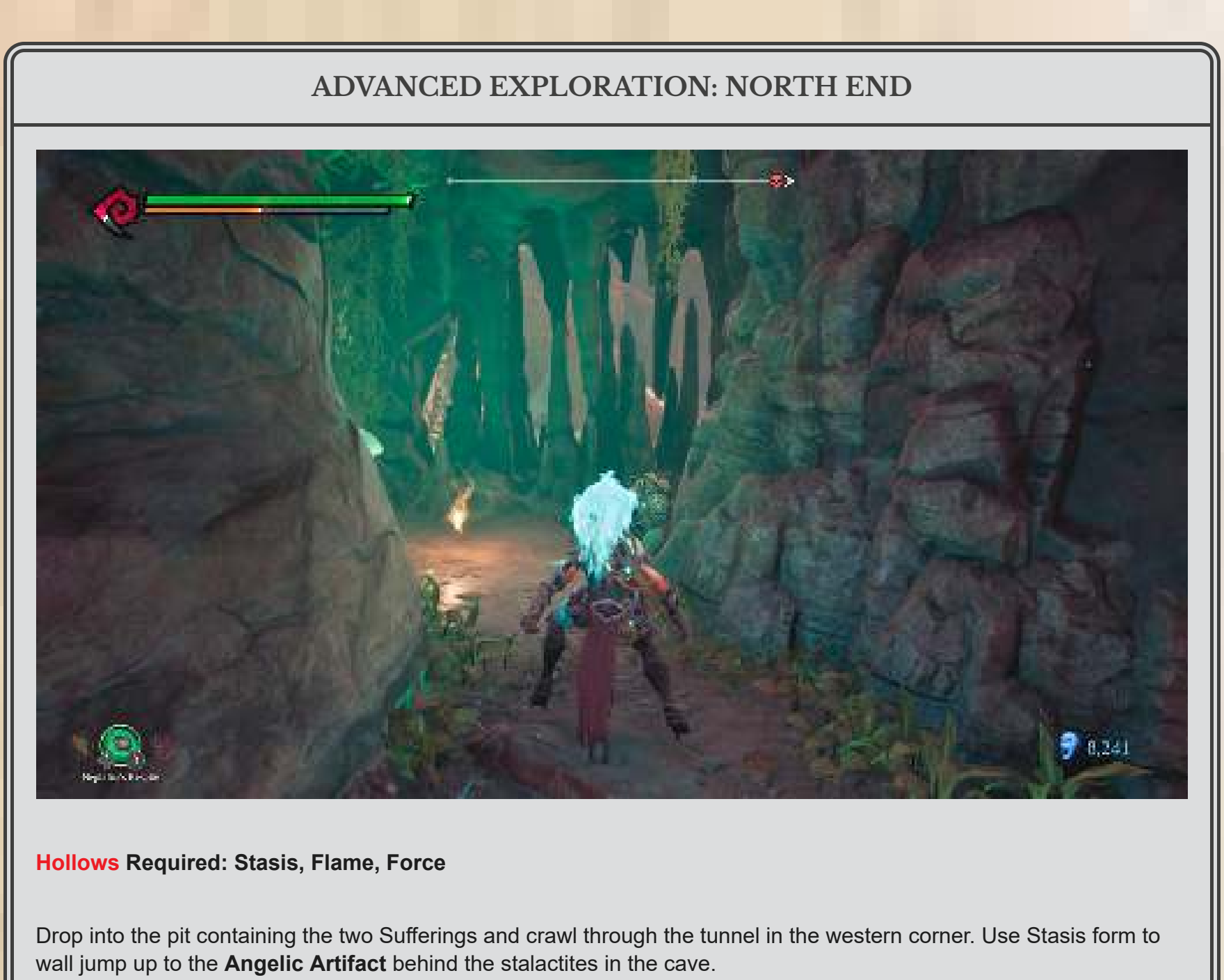


Agony is the toughest Suffering Fury will encounter, boasting enormous levels of Health, tremendous strength, and increased speed. Though it may seem small at first, the dilapidated office building has plenty of room for Fury to dodge Agony's rampaging trample attacks.



Get behind Agony and then unleash a Judge, Jury combo before the Chosen attacks again.

Given that the Edge of Scorn hasn't likely been upgraded just yet—and Agony is fairly resistant to its time-slowing capabilities—it's best to stick with the other Hollows for this fight. You've already fought several Sufferings by now, so there shouldn't be any surprises for you. Stay on the move and focus on counterattacking. Consuming a Strength Shard prior to initiating the fight will certainly make for a quicker victory. Grab the **Essence of a Chosen** and return to the Serpent Hole.



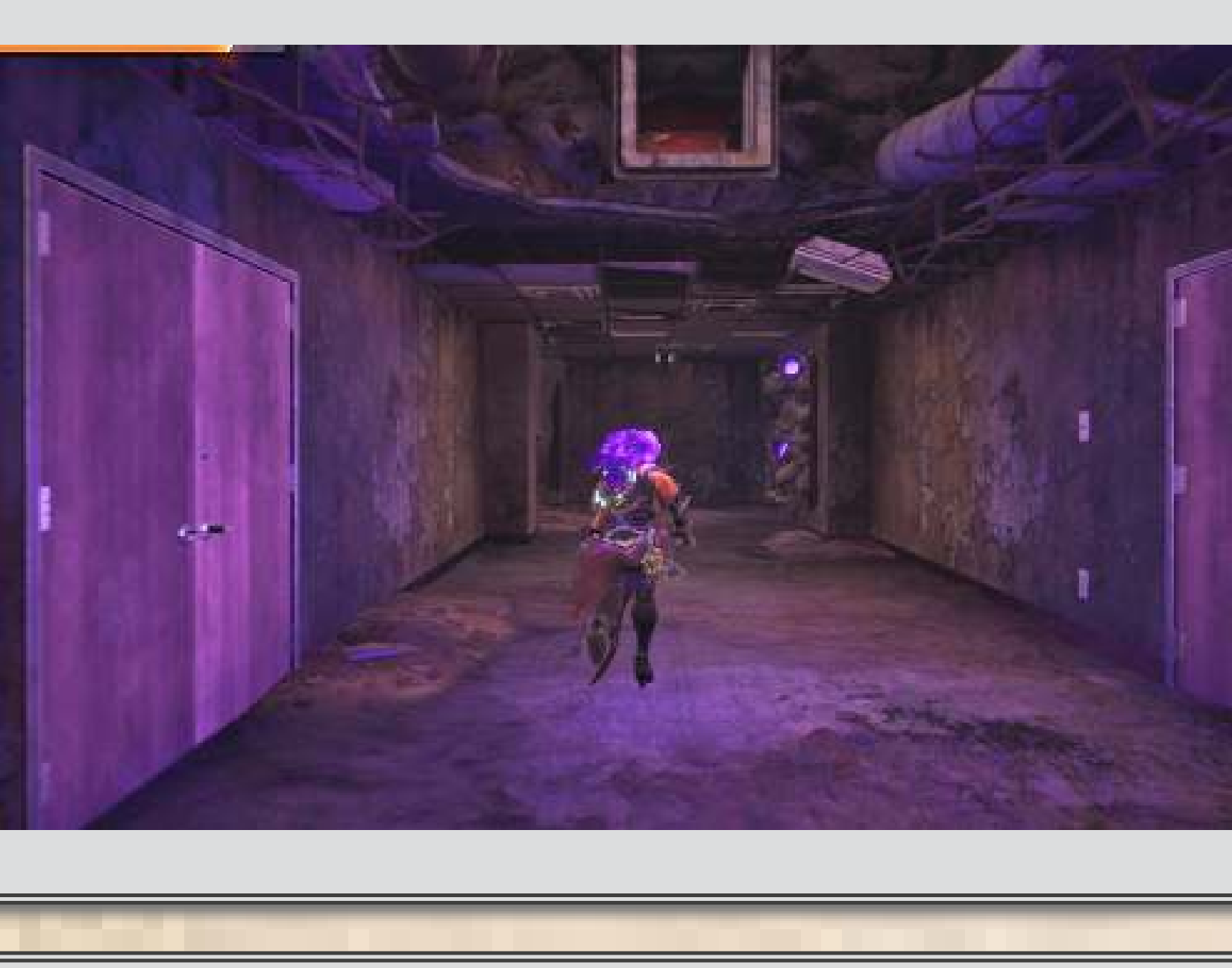
Charged Stasis attacks slow Agony only momentarily, so act fast.

ADVANCED EXPLORATION: NORTH END

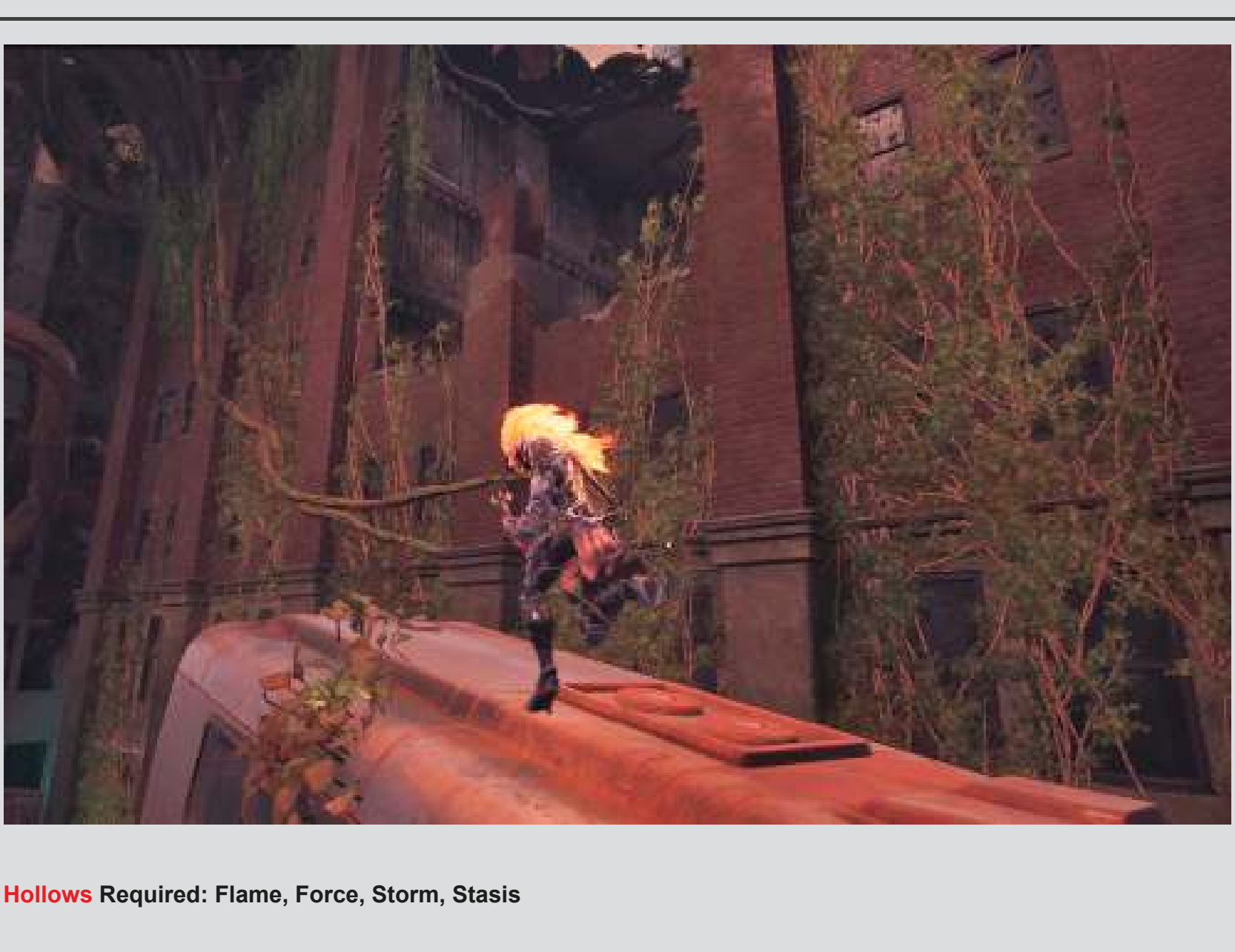
Hollows Required: Stasis, Flame, Force

Drop into the pit containing the two Sufferings and crawl through the tunnel in the western corner. Use Stasis form to wall jump up to the **Angelic Artifact** behind the stalactites in the cave.

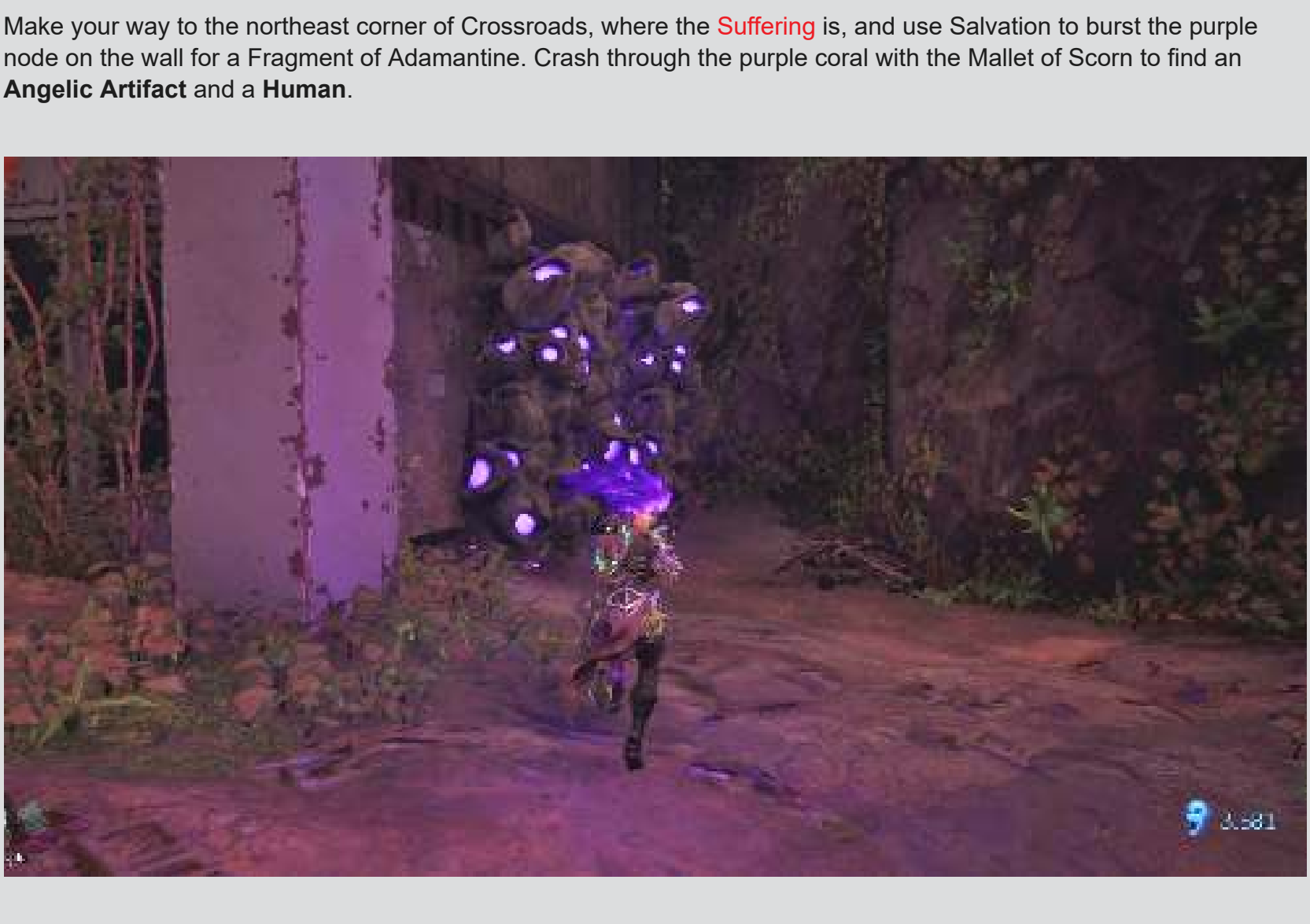
Exit the pit and Flame Jump up the cliffs toward the Force surface high above. Grab the Fragment of Adamantine from below, then Flame Jump to reach the tiny cave opening in the rocks. Follow this to a ledge high above a clearing in West End to find a Sliver of Adamantine. Jump down, burn through the webs to the west, and grab the **Demonic Artifact**. Continue through the building to where Fury first stepped out onto a root and Storm Glide back down to North End.



Head east along the main avenue in North End and Flame Jump from the lower tree roots over to the balcony on the southeast corner of the intersection. Loop around the building toward the east and follow the tree root through the alley. Use the Mallet of Scorn to break through the purple rocks, and descend the stairs to find a very rare **Chunk of Adamantine**. Eliminate the insect hives on the upper floor to claim the **Angelic Artifact** and then crawl through the ductwork atop the fallen floor to find a Piece of Adamantine.



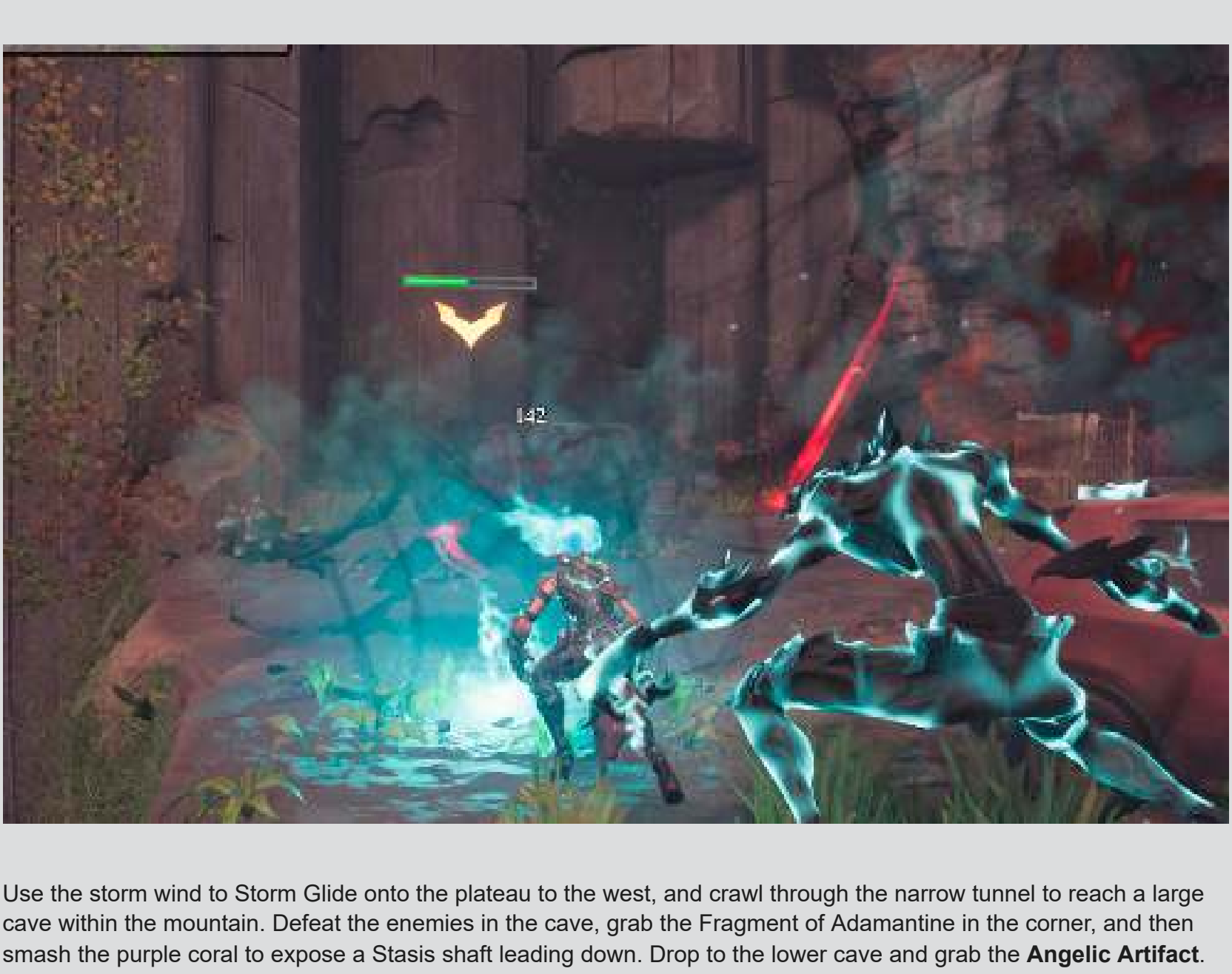
ADVANCED EXPLORATION: CROSSROADS



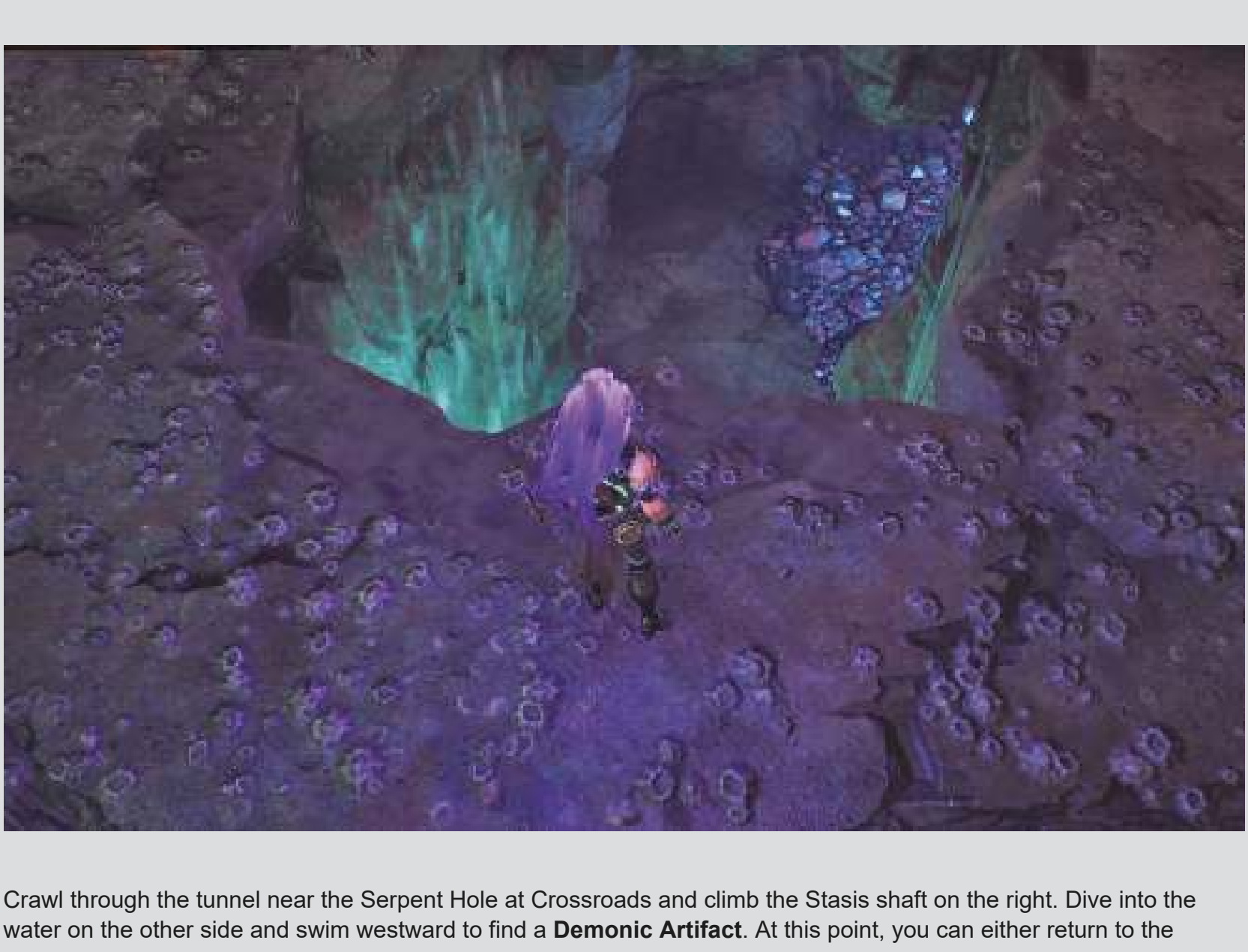
Hollows Required: Flame, Force, Storm, Stasis

Drop into the hole by the bus and burn through the webs to the south. This path leads up to an office building overlooking the bus and a **Demonic Artifact**. Leap down and Flame Jump onto the bus. Run to its northern end and Flame Jump up and into the building on the right. Cut through the building to the south, leap across the alley, and grab the Sliver of Adamantine.

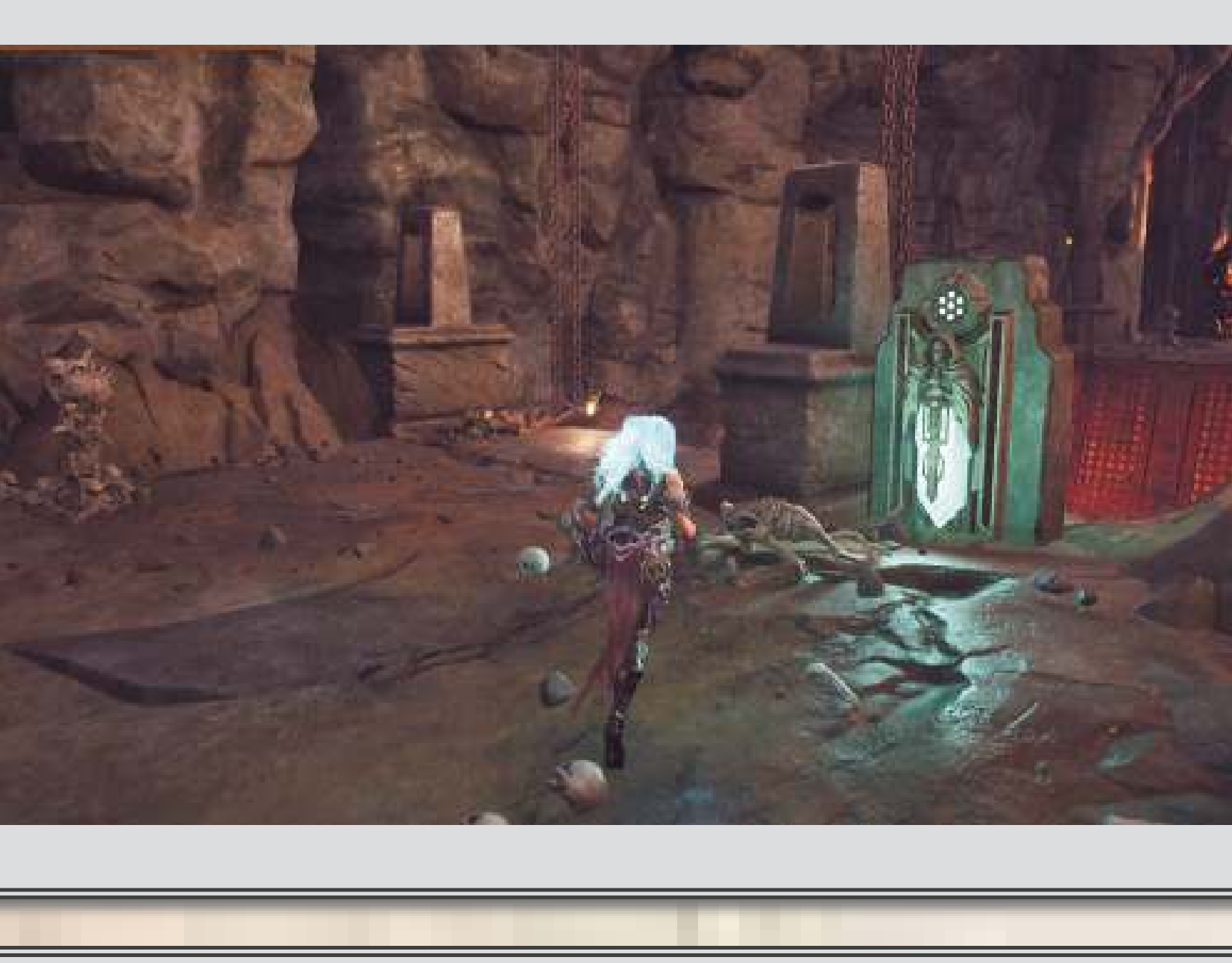
Make your way to the northeast corner of Crossroads, where the Suffering is, and use Salvation to burst the purple node on the wall for a Fragment of Adamantine. Crash through the purple coral with the Mallet of Scorn to find an **Angelic Artifact** and a **Human**.



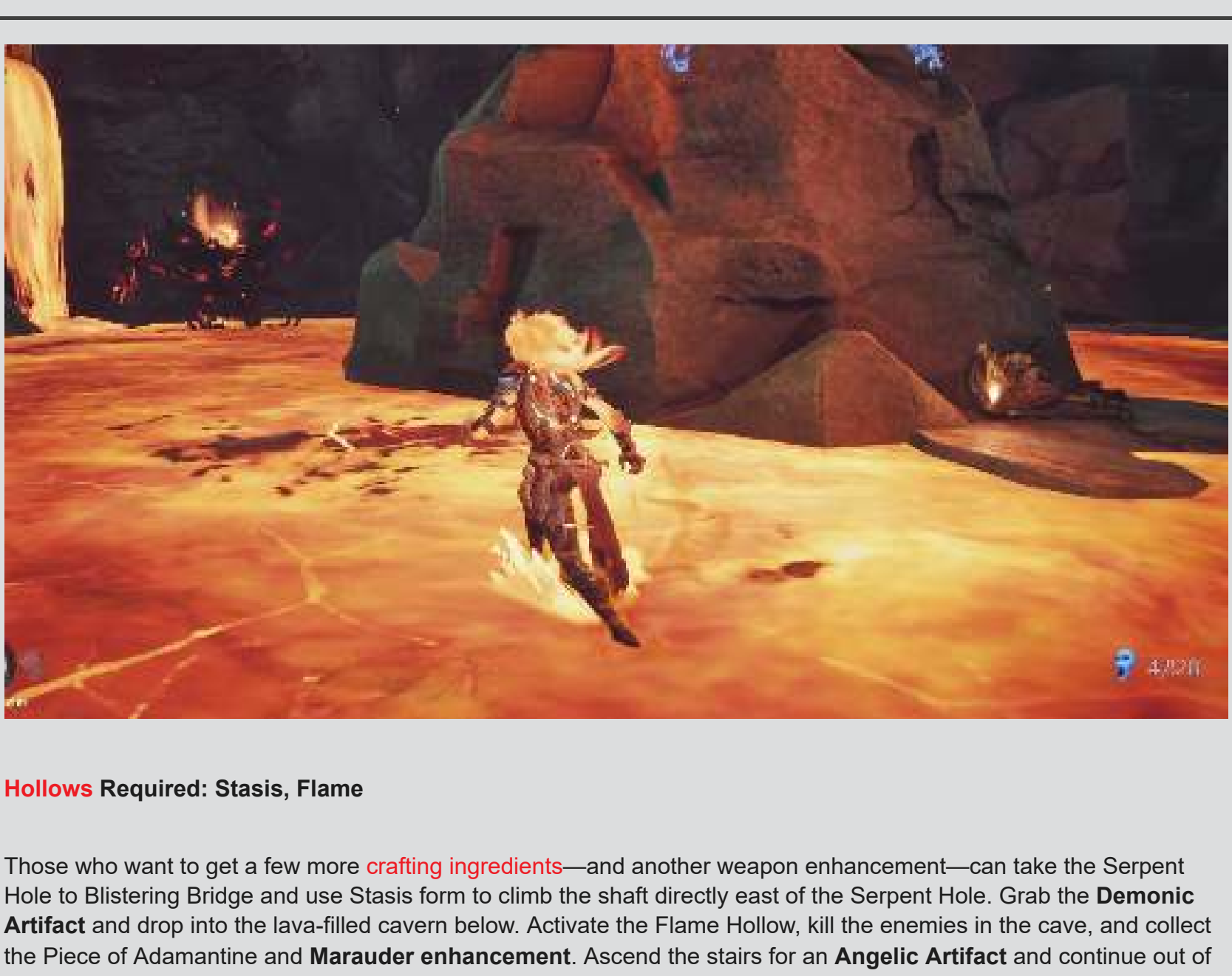
Now it's time to explore the upper areas in the northwest corner. Use Stasis form to climb the chimney-like trench to a **Demonic Artifact** and a pair of Black Minions. Activate the Stasis Shield and use the Chronomancer and Super Chronomancer attacks to slow them down. They'll each drop a Fragment of Adamantine. The path to the north leads to Scar—and Wrath—but don't run off yet!



Use the storm wind to Storm Glide onto the plateau to the west, and crawl through the narrow tunnel to reach a large cave within the mountain. Defeat the enemies in the cave, grab the Fragment of Adamantine in the corner, and then smash the purple coral to expose a Stasis shaft leading down. Drop to the lower cave and grab the **Angelic Artifact**. The Force surface here leads down into the Hollows, to a section near Blistering Bridge called Molten Cave. There, you can find an **Angelic Artifact** near the drawbridge and a Piece of Adamantine behind the adjacent gate.



Crawl through the tunnel near the Serpent Hole at Crossroads and climb the Stasis shaft on the right. Dive into the water on the other side and swim westward to find a **Demonic Artifact**. At this point, you can either return to the central part of Crossroads, use Stasis form to climb to the plateau in the northwest corner to reach Scar, or continue exploring for additional items.



ADVANCED EXPLORATION: BLISTERING BRIDGE

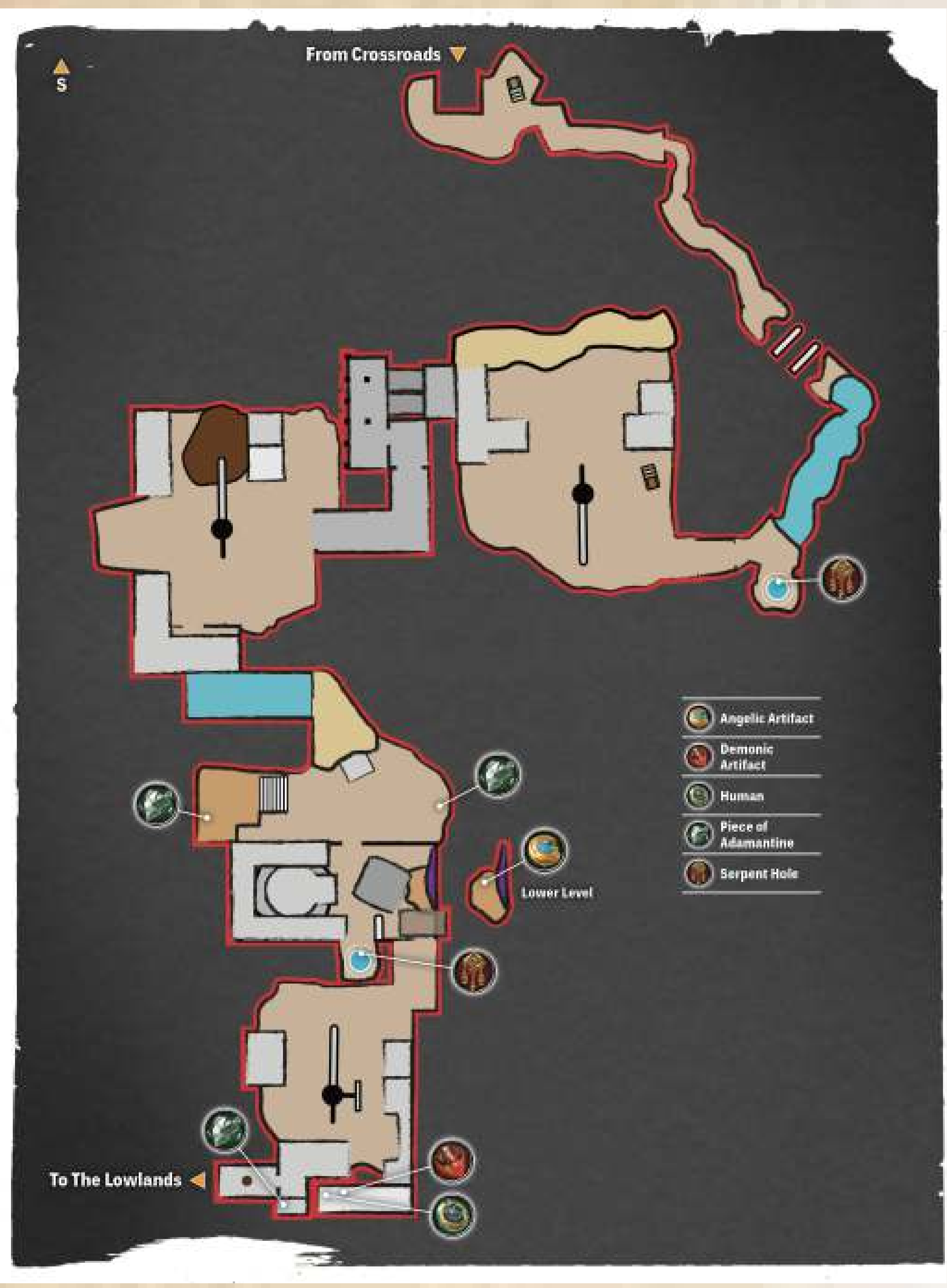
Hollows Required: Stasis, Flame

Those who want to get a few more crafting ingredients—and another weapon enhancement—can take the Serpent Hole to Blistering Bridge and use Stasis form to climb the shaft directly east of the Serpent Hole. Grab the **Demonic Artifact** and drop into the lava-filled cavern below. Activate the Flame Hollow, kill the enemies in the cave, and collect the Piece of Adamantine and **Marauder enhancement**. Ascend the stairs for an **Angelic Artifact** and continue out of the crypt, either toward Splintered Station or south to Tangled Grotto.

DARKSIDERS III

Wrath (Revisited)

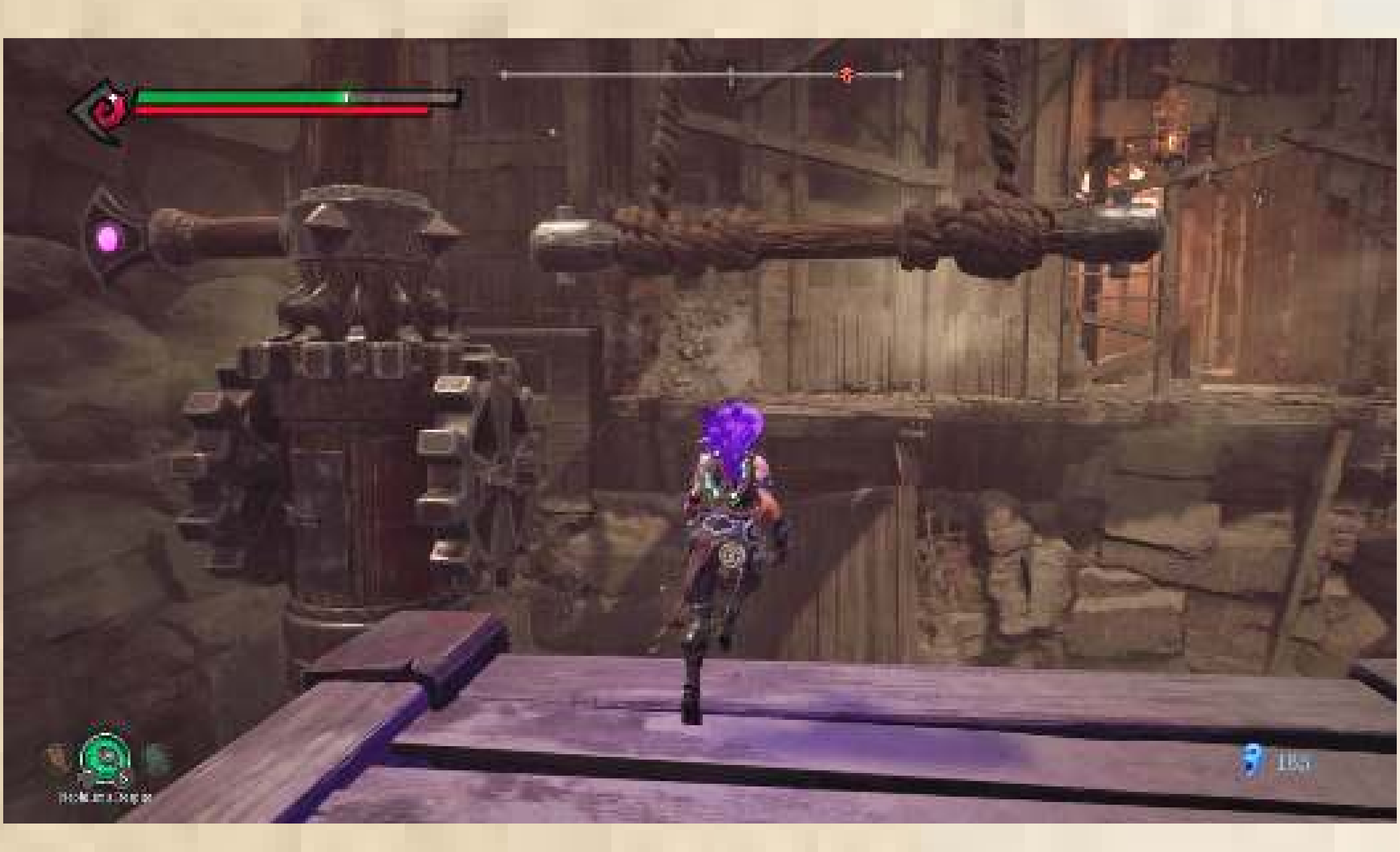
Scar: Gnarled Cliffs & Drilling Annex



FREEZING TIME AT THE QUARRY

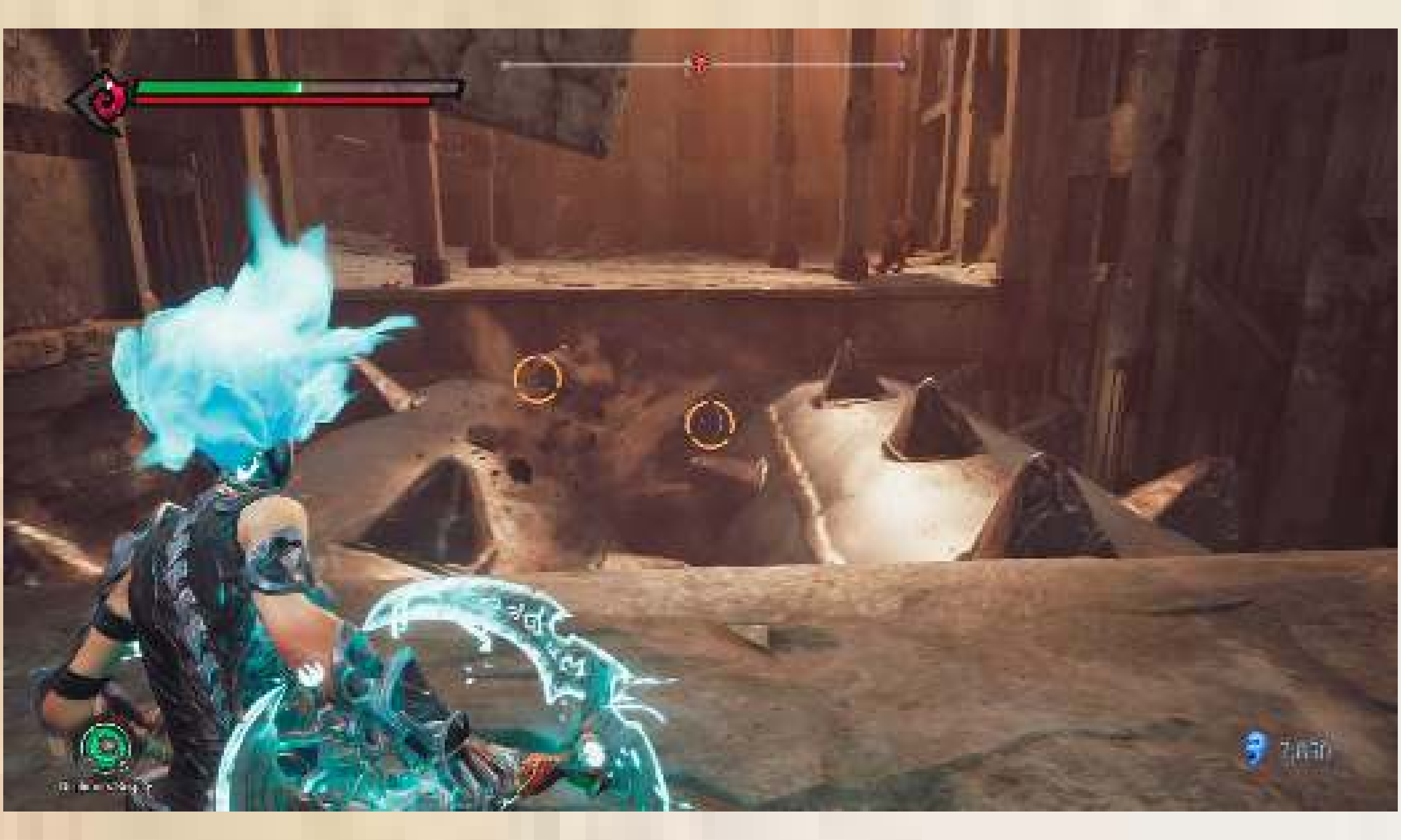
Hit the purple lever beside the gate with the Mallet of Scorn to access the Gnarled Cliffs region. The area ahead contains several Phantom Wretches toiling with their pickaxes and an Taskmaster watching over them. Target the Taskmaster first. It will summon clones of itself in an effort to confuse you for as long as the original remains. Depending on your upgrades the clones and Phantom Wretches can be killed with one or two strikes of the Barbs of Scorn.

To leave the area, Flame Jump onto the wooden platform on the western side of the site and switch to Force form. Hit the purple-glowing handle of the apparatus above the gears with a charged Salvation toss. This will turn the crank until the wooden beam stops in position for you to whip swing across to the other platform.



This one comes to a stop right where you need it, but others will require use of the Stasis Hollow.

Eliminate the Phantom Wretch near the crushing cylinders and switch to Stasis form. Target the two cylinders with Salvation, charge the crossblade with Stasis form, and throw it. This temporarily freezes the machinery, allowing Fury to cross without harm. But don't delay. The effect only lasts six seconds.



Freeze the crushers using Salvation and Stasis form so Fury can cross safely.

The Scarabs beyond the crushers fight similarly to those encountered in the Nether, but with far greater defenses. Hit them with a Chronomancer attack using the Edge of Scorn, then circle around and lash out with a Judge, Jury combo attack. Continue to the second mining pit.

The Phantom Guard is considerably faster than the others, despite their similar appearance.

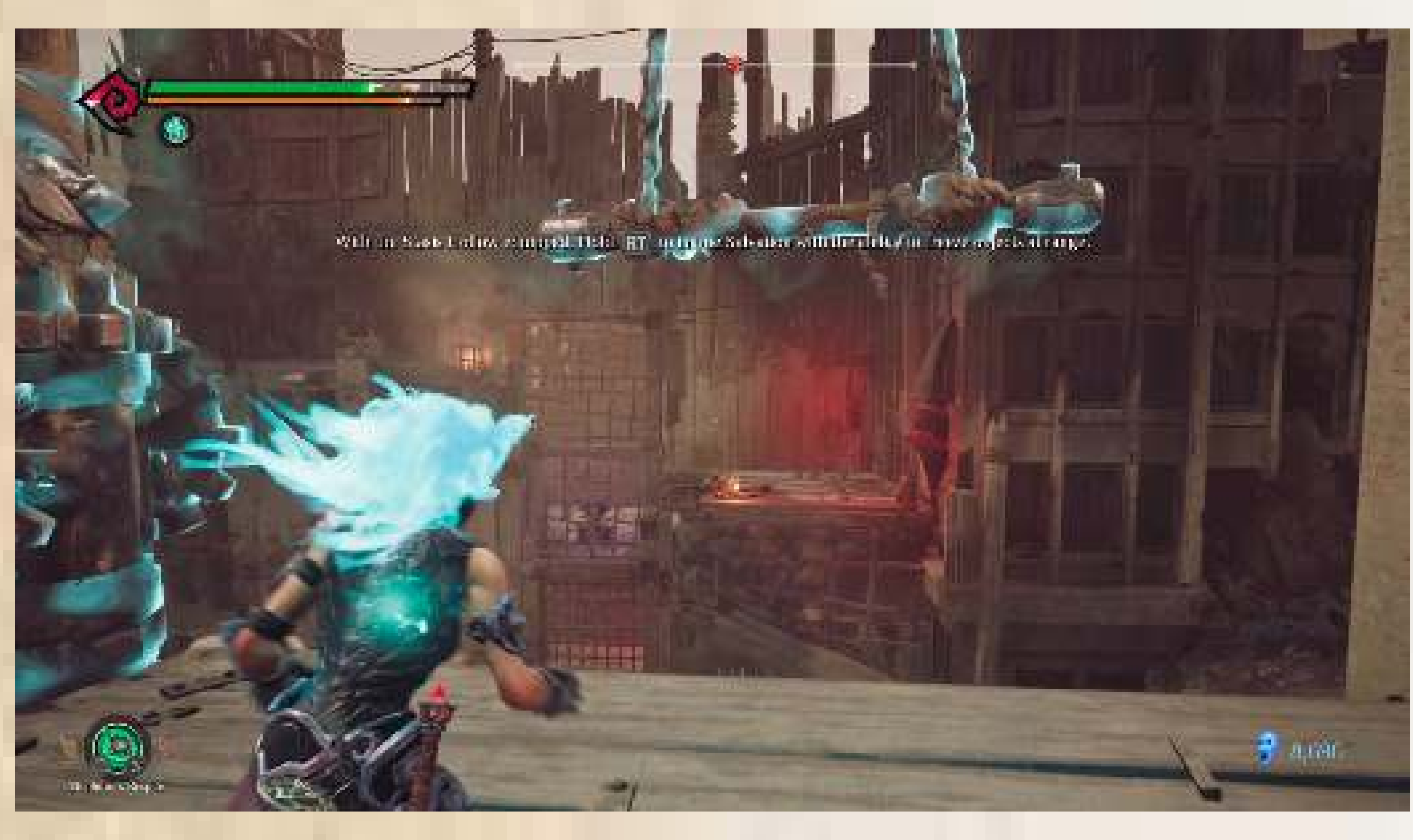
The second quarry pit you encounter contains a Phantom Guard and Phantom Guard watching over the crew of workers. Try to kite a few of the Phantom Wretches toward the entrance to eliminate them before the Phantom Guard catches sight of you—you don't need him attacking you while you're fending off a half dozen other enemies.

➤ LET IT BURN

Use Flame form to ignite the oil slick to the west and bait the tougher enemies into the fire. Fury will be safe as long as you don't switch Hollows.

Don't overlook the Frenzy Shard next to the wooden pillar in the center, as it really helps when using the Mallet or Edge of Scorn. Flame Jump onto the wooden platform near the oil slick and whip swing across to the east.

From here, Fury must reach the lower wooden platform where the Incandescent Remains are, but the only way to do so is by using the Force and Stasis Hollows in quick succession. Using Salvation, target the purple handle above the crank while in Force form, then switch to Stasis form. Target the metal gears, wait for the wooden beam to swing into position so you can whip swing across, then hit the gears to stop it from rotating. Swing across and hit the lever to open the gate beneath the platform.



Target the gears with Stasis form to stop the shaft from spinning.

Run along the water in the trench with Stasis form active and Flame Jump out of the pit to continue north.

The Drilling Annex is contained in the building to the north. Note the presence of a Trauma and leap into action with the Storm Hollow active. Ignore the other enemies as you focus on avoiding the Trauma's mighty ground pound and double-claw uppercuts—you'll likely defeat the others without focusing on them. Stay on the move, unleash Triple Tempests, and put your finely honed dodging ability to use.

Electrically imbued Salvation attacks can briefly stun this beast.

Circle around the massive spinning drill bit to the Serpent Hole on the other side. The Drilling Annex serves as a hub of sorts for Scar, as it contains a lower ground-level path and an upper area that ultimately leads to the Refinery and Wrath. Descend into the pit near the broken drill as a Force Ball to get the **Angelic Artifact**, then continue north.

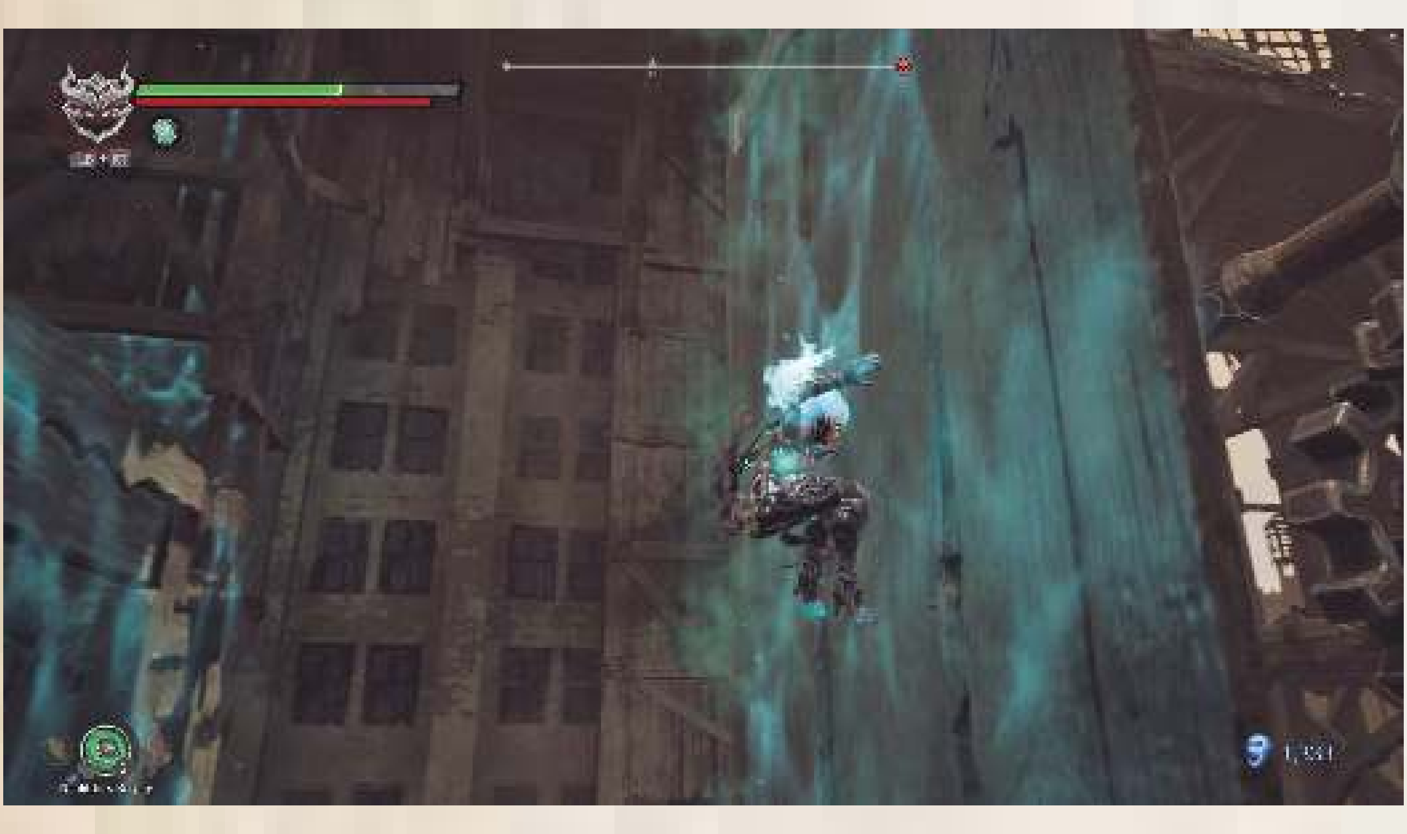
Ride the Quarry Lift

At first glance, this area resembles the prior quarry centers, with a gear-driven contraption in the center, but it is a bit different. Not only must Fury rotate the structure twice in order to reach the caged elevator to the northeast, but she must then ride it down to the boardwalks below.

But that's of no concern at first. Fury's first task is to eliminate the Phantom Guard Captain before he calls for too many reinforcements. Close on the Phantom Guard Captain as quickly as you can and blast him with the Cataclysm explosion. Continue attacking, preferably in Havoc Form, so he can't use his horn to summon other Phantoms. Though he'll primarily attack with intermittent mallet swings, the Phantom Guard Captain also periodically attacks with a shield slam. Watch for the shield to flash yellow, then dodge to the side.

Multiple Phantom Guards will attack if the Phantom Guard Captain is allowed to blare his horn.

With the area free of enemies, use Salvation to strike one of the wooden beams to spin the contraption around so that the chilled wooden boards are facing those to the west. Use Stasis form to wall jump up to the walkway, then Stasis jump up the shaft to the north to find a **Demonic Artifact** and a **Human**.

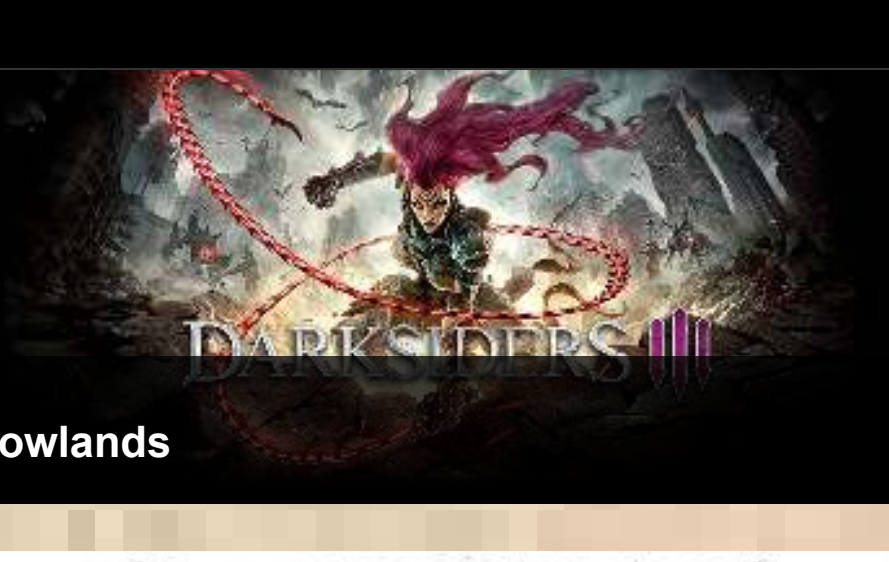


One hit of the purple handle will spin the Stasis boards into the correct position.

THE 15TH HUMAN

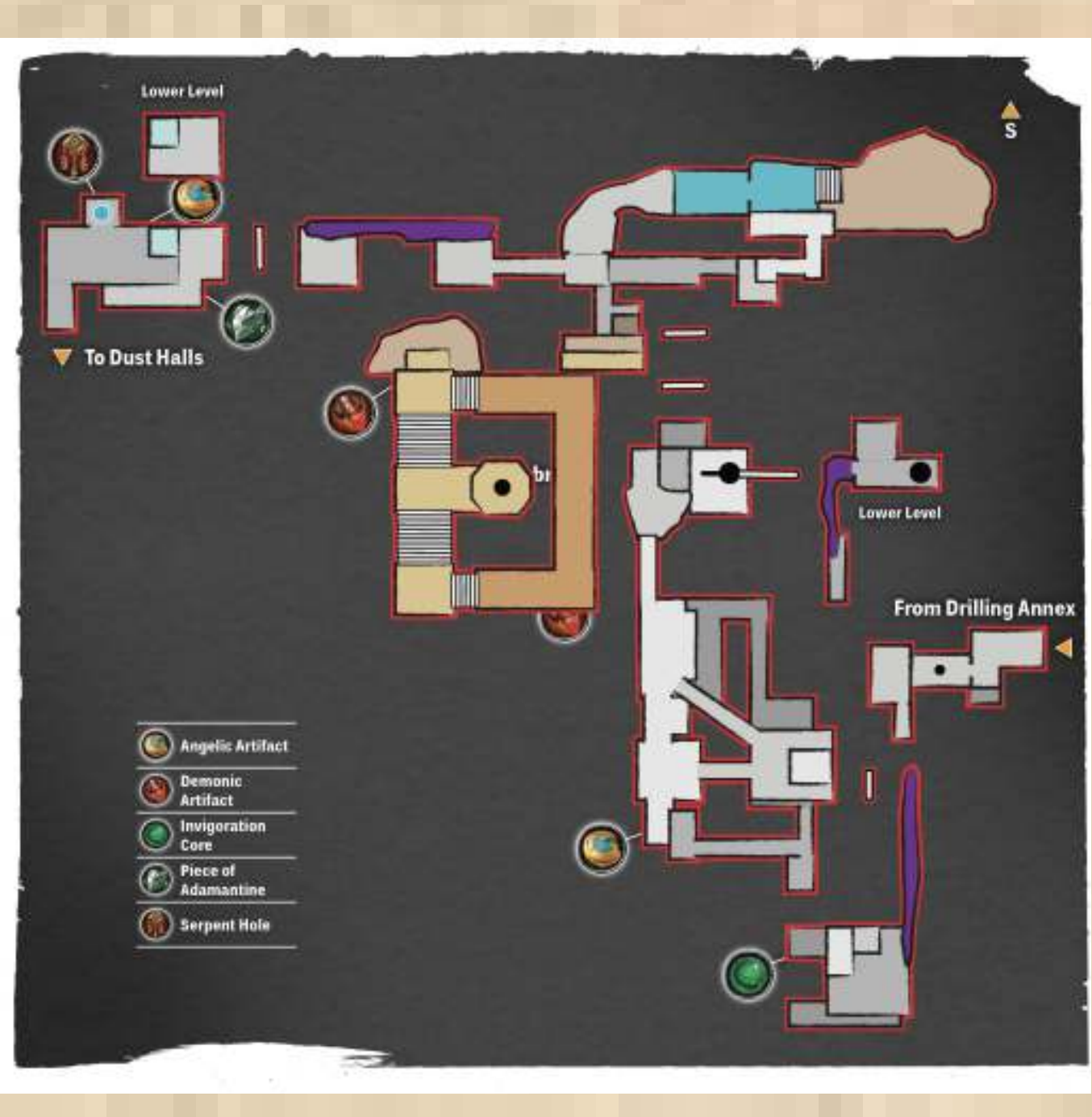
If you've been following along closely, this latest Human rescue should be your 15th. If so, Ulthane has another reward for you. Return to Maker's Forge to gain a +30 percent Health upgrade to the Rider's Mercy relic.

Whip swing across to the east, then use Salvation to spin the wooden mast again. Switch to Stasis form while it's moving and hit the gears with an imbued throw to stop the wooden beam so you can use it to swing across to the Incandescent Remains to the north. Board the elevator to the right and step on the switch to access the main quarry canyon.



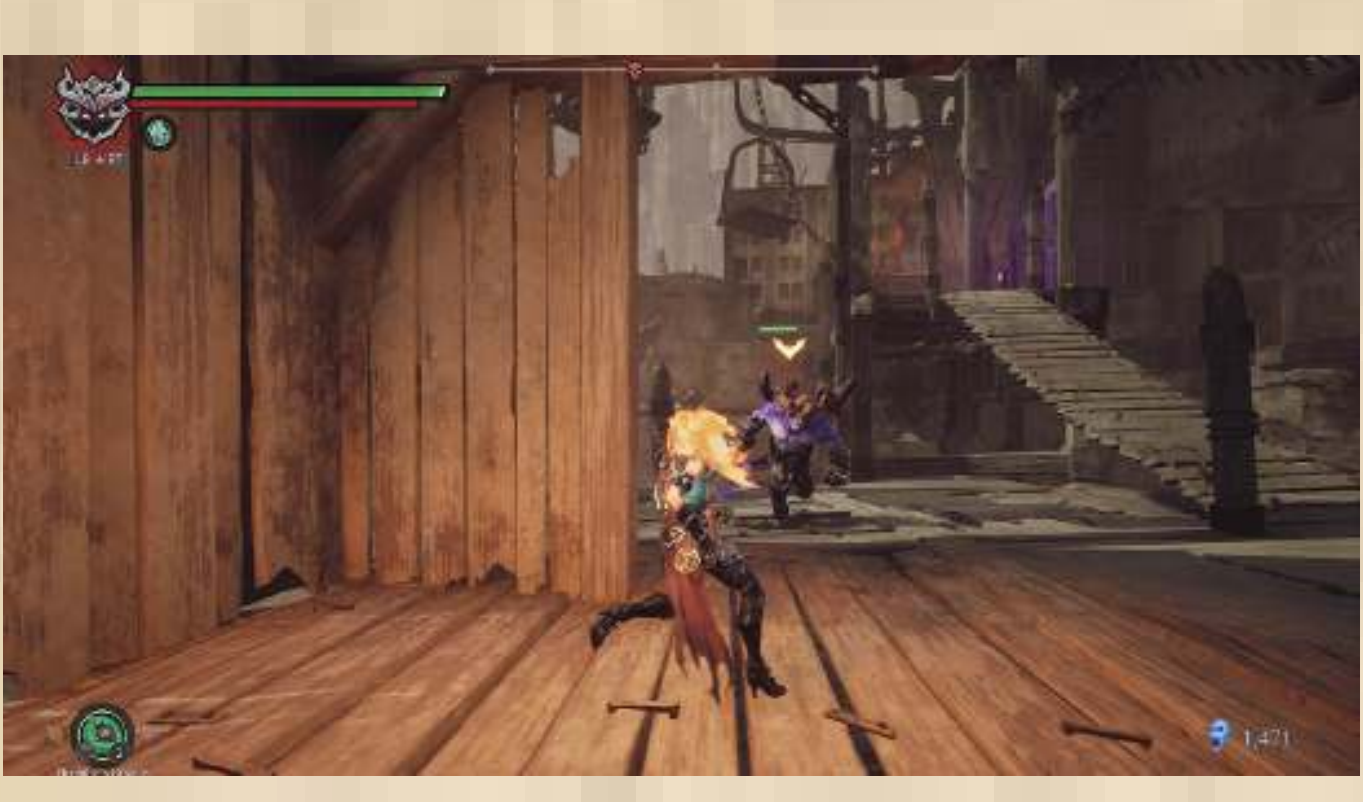
Wrath (Revisited)

Scar: The Lowlands



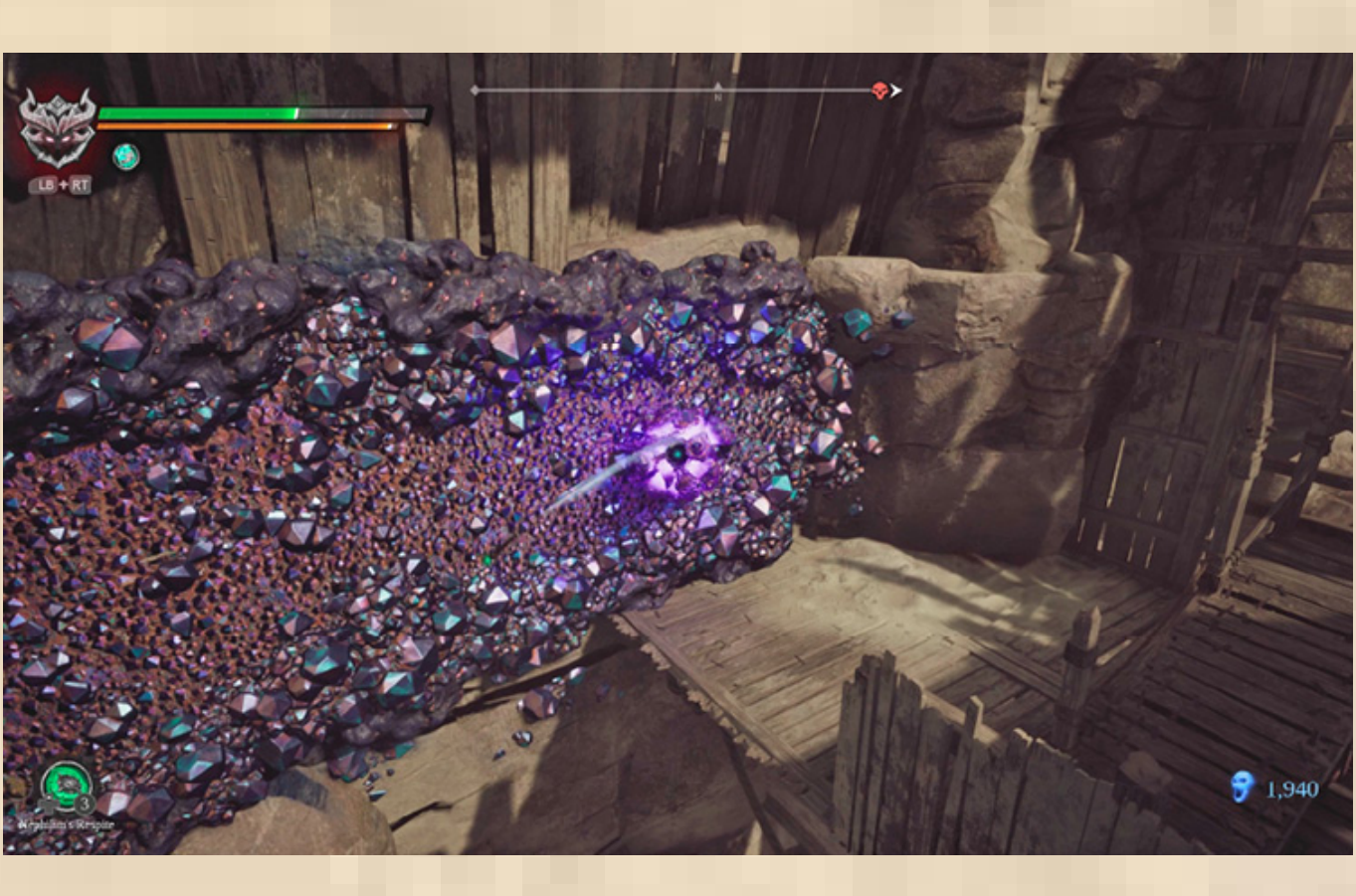
OPEN THE FLOODGATES

The massive brute across the canyon to the east won't cease hurling boulders at Fury while she's in the lower level of the quarry. Do your best to keep any available walls or barriers between her and the rock thrower as you circle around the perimeter in a clockwise direction to the north.



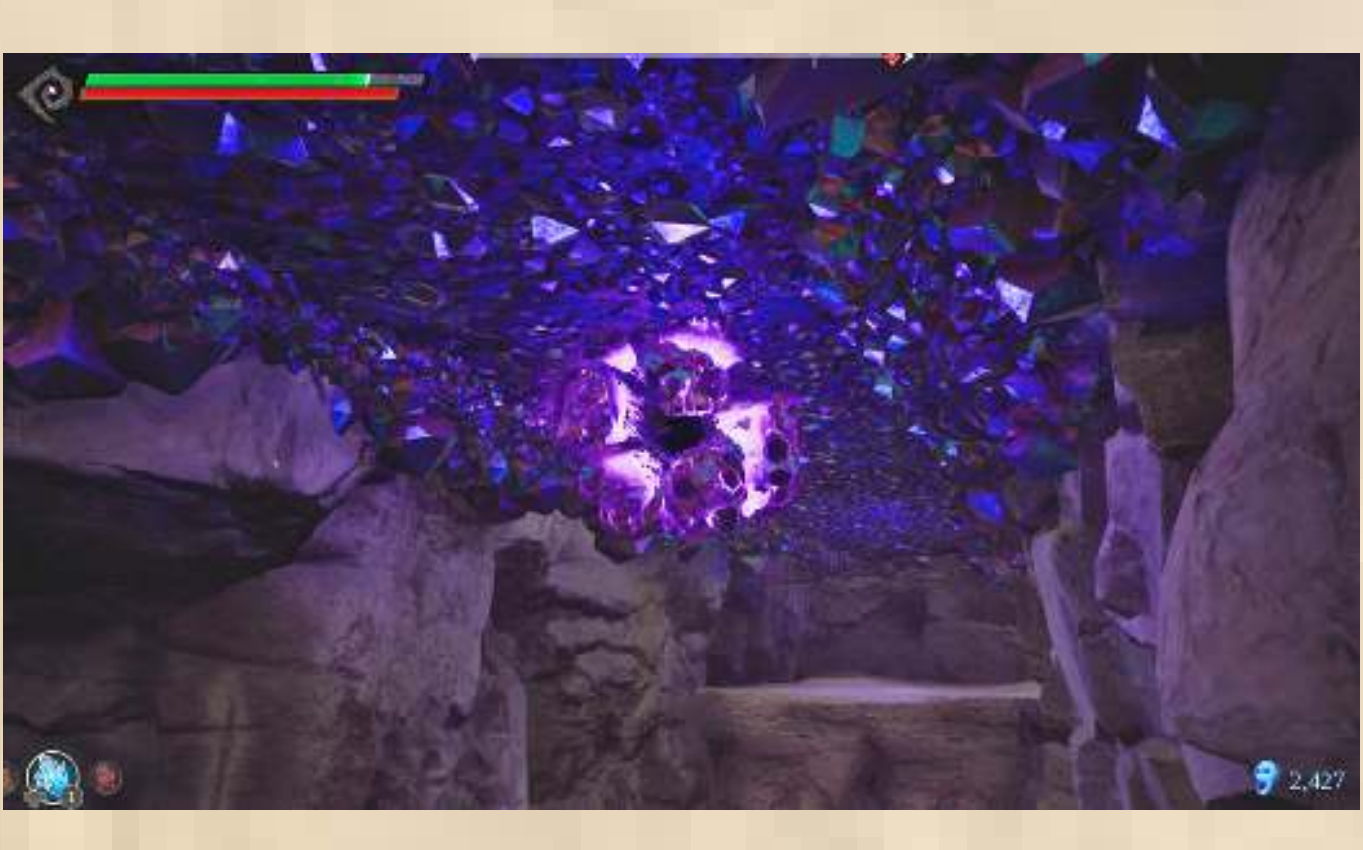
Fight behind the safety of a wall to avoid boulders being thrown from the southeast.

Take a few moments to clear out the Phantoms on the main platform and then whip swing across to the cliff face to the west and Force Ball your way to the northwestern platform. Don't take any chances fighting these Phantoms on such a small platform—activate Havoc Form at once! Grab the fourth and final **Invigoration Core** from the top level and Storm Glide south to the main walkway.

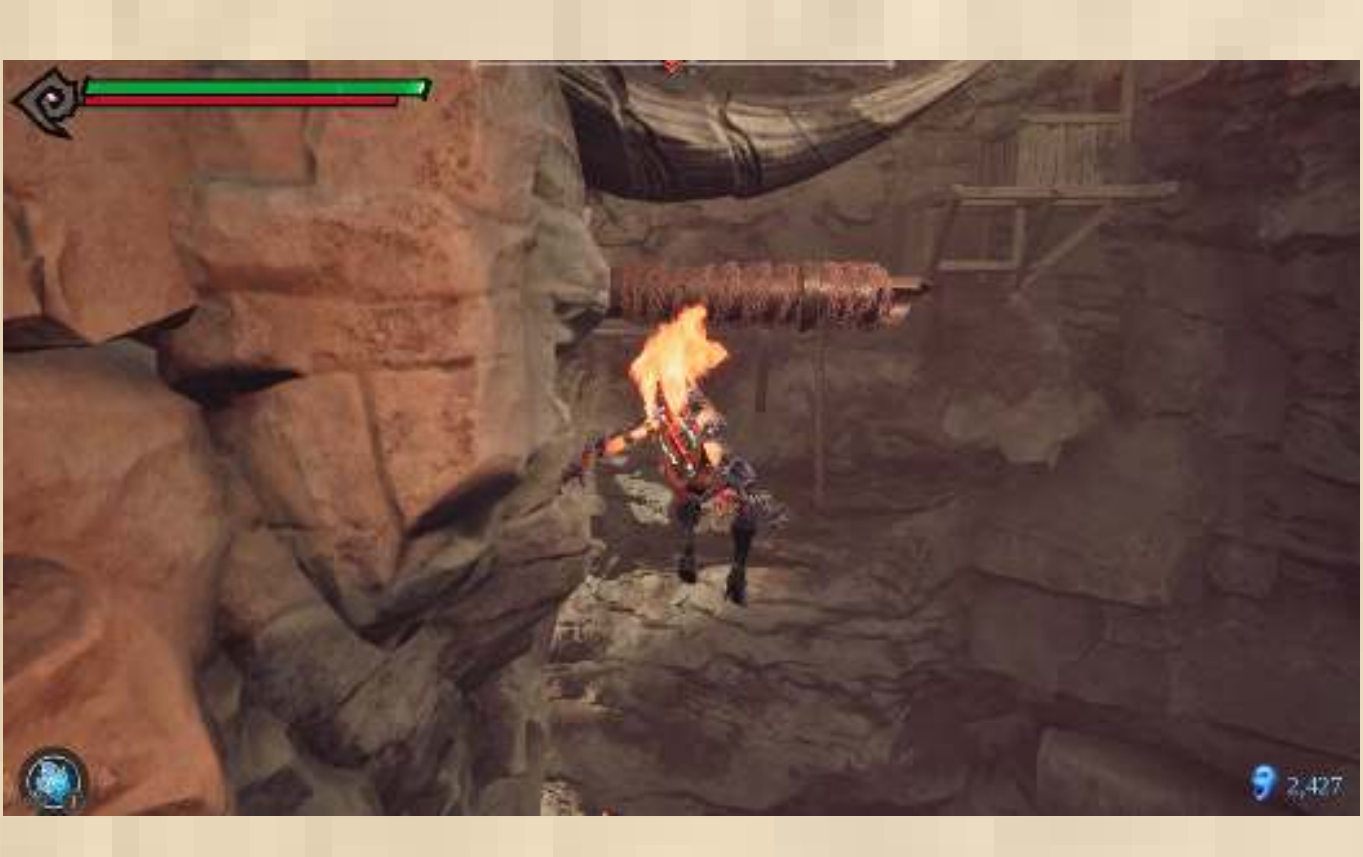


Roll your way to the northwest corner to find the final Invigoration Core.

Make your way to the eastern side of the complex and locate the purple Force surface at the lower-level walkway. Roll along this surface, upside-down, to reach the base of the rotating wooden shaft. Knock the purple coral binding it in place and return the way you came. Once you've released the contraption, return to the upper level and hit the purple handle with a Force-imbued Salvation toss. Then whip swing across the beam and two pipes beyond it.



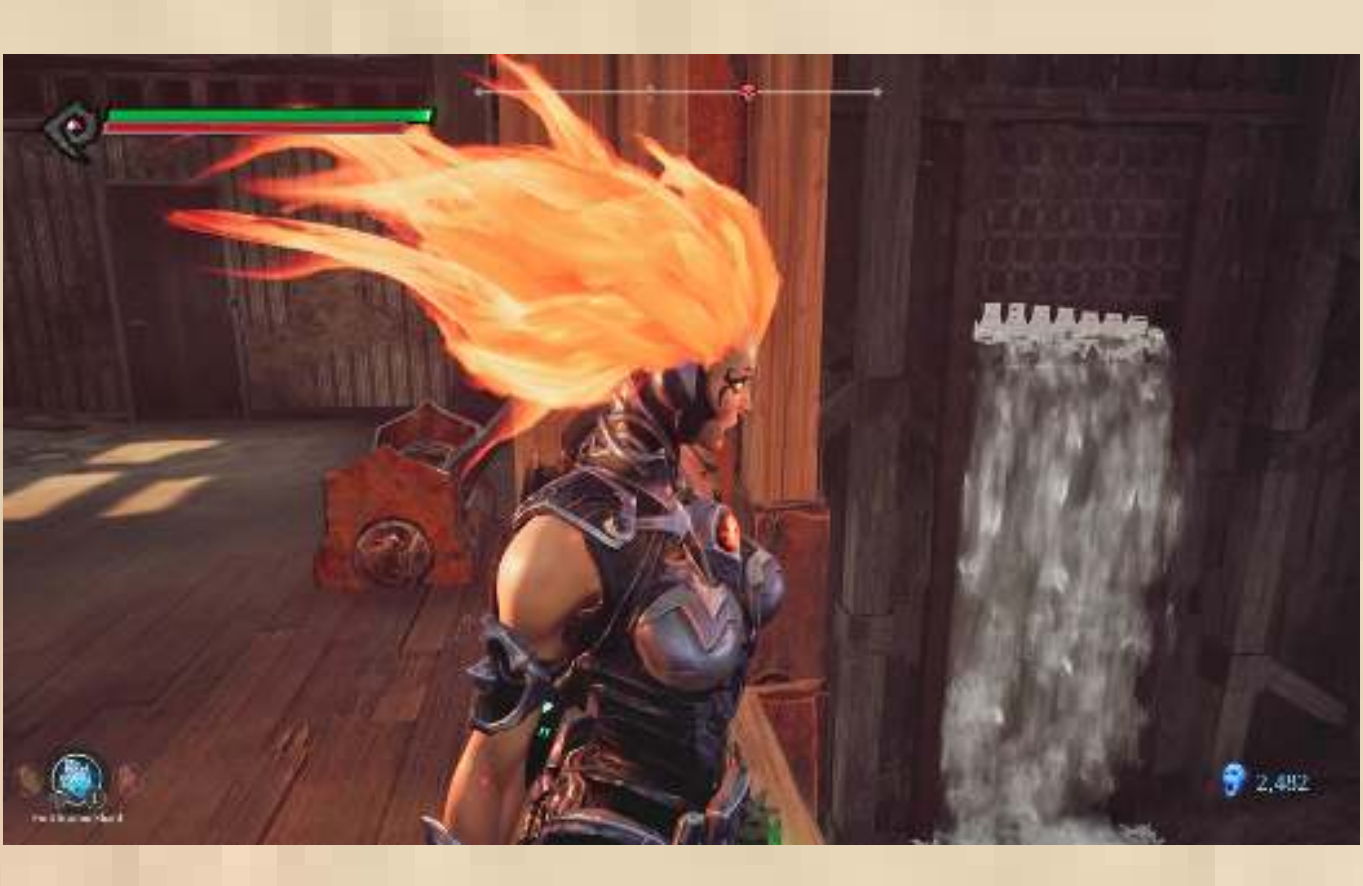
Knock the coral from the base of the wooden shaft so it can rotate into position.



Perform a triple whip swing to the south face of the canyon.

Once across to the south side of the canyon, head up the platforms on the right, head inside, and strike the purple lever. This opens not only the adjacent gate but also the floodgates to the left, allowing water to flood the trench below. Pay a visit to Vulgrim at the Drilling Annex Serpent Hole around the corner to the right, then run across the water and Flame Jump up to the opening.

Fight your way past the Phantom Guard Ballister in the canyon to the east and head out onto the walkway. Ignore the Force surface on the wall and, instead, leap down toward the Trauma to the north. Kill it and grab the **Demonic Artifact**. Ride the storm current up to the entrance above. Loop around the square corridor to find another **Demonic Artifact**, then ride the lift up if you'd like to encounter Abraxis.



Allow the trench to fill, then use Stasis and Flame forms to exit through the gate.

ABRAXIS AND THE LORD OF THE HOLLOWS (OPTIONAL)

Though Fury is free to continue on her quest to hunt down Wrath, there are separate orders worth considering. Encounters with Abraxis and the Lord of the Hollows are optional and do not necessarily need to end in combat. Nevertheless, read on for tips on defeating these optional bosses.

WHOSE ORDERS DO YOU OBEY?

The Charred Council has instructed Fury to hunt and kill the Seven Deadly Sins, but it is the Lord of the Hollows who put a target on Abraxis's back. Whether you feel the need to kill Abraxis or not, it's worth meeting with him. Combat is optional, but these encounters do affect the final outcome of Fury's quest. We intentionally omit any story material from this point on so as to not spoil the events that unfold. That being said, Fury should pay a visit to the Lord of the Hollows. How you proceed is up to you.

Option 1: Spare Abraxis, spare the Lord of the Hollows.

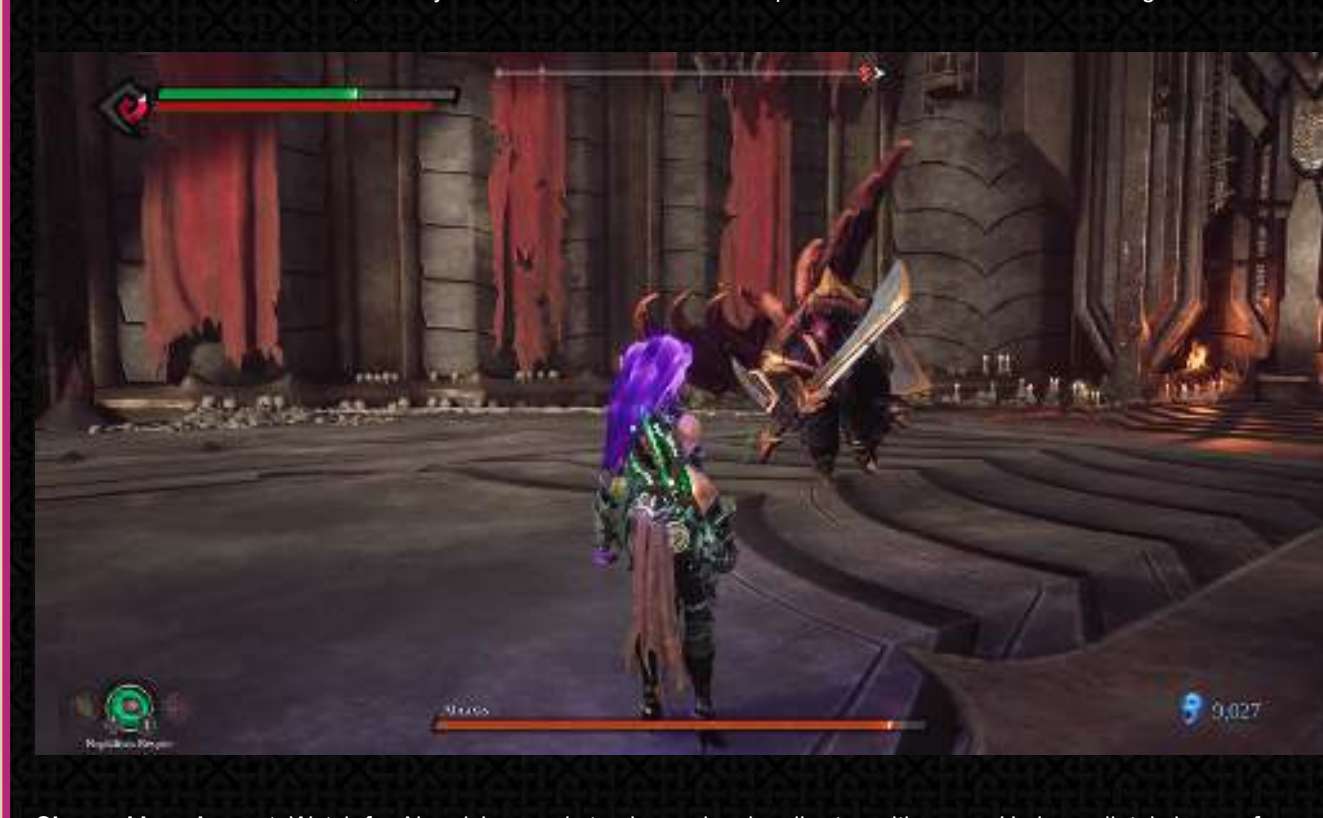
Option 2: Kill Abraxis, spare the Lord of the Hollows. Obtain the Mysterious Stone Sigil. This also triggers extra scenes with Ulthane, the final cinematic, and a different post-credits scene.

Option 3: Spare Abraxis, kill the Lord of the Hollows.

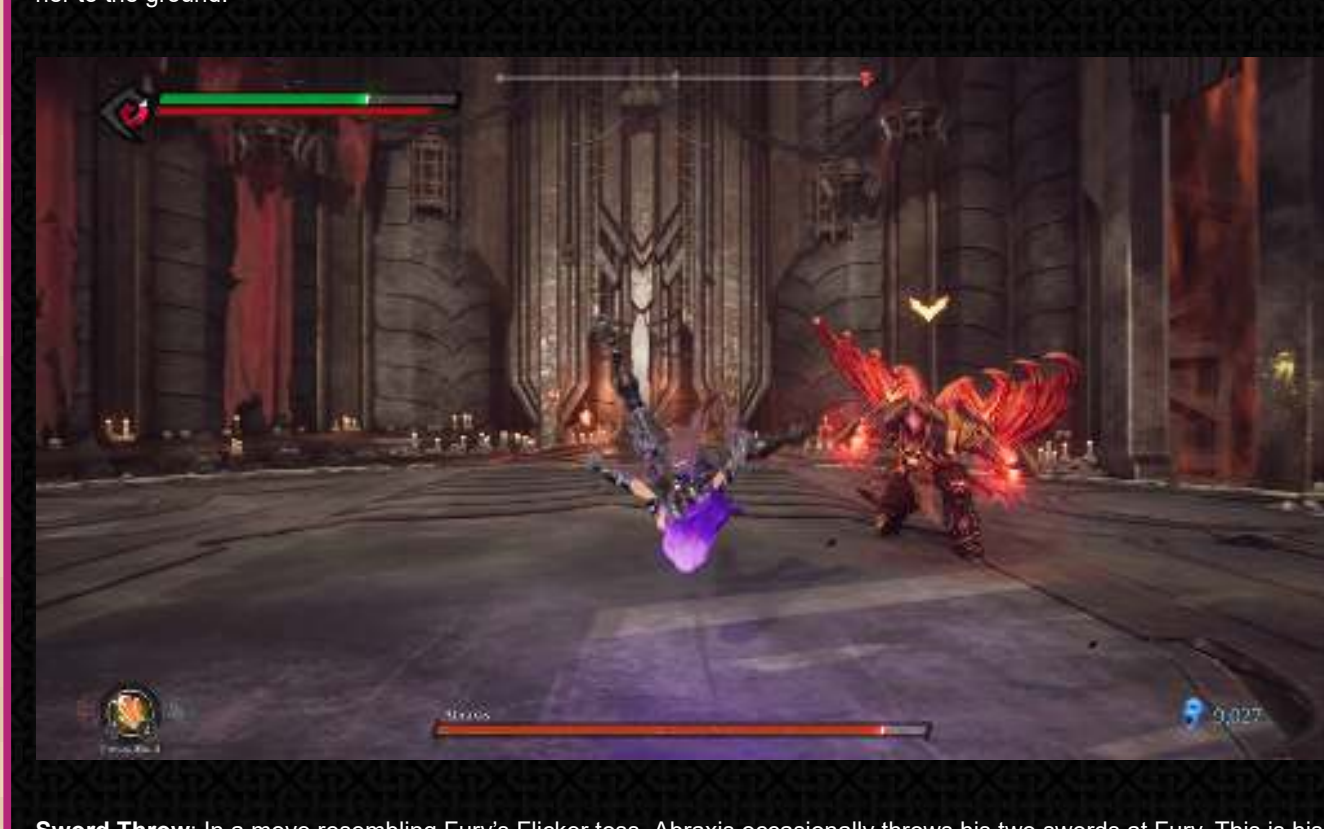
Option 4: Kill Abraxis, kill the Lord of the Hollows. Retain the Soul of Abraxis.

Abraxis

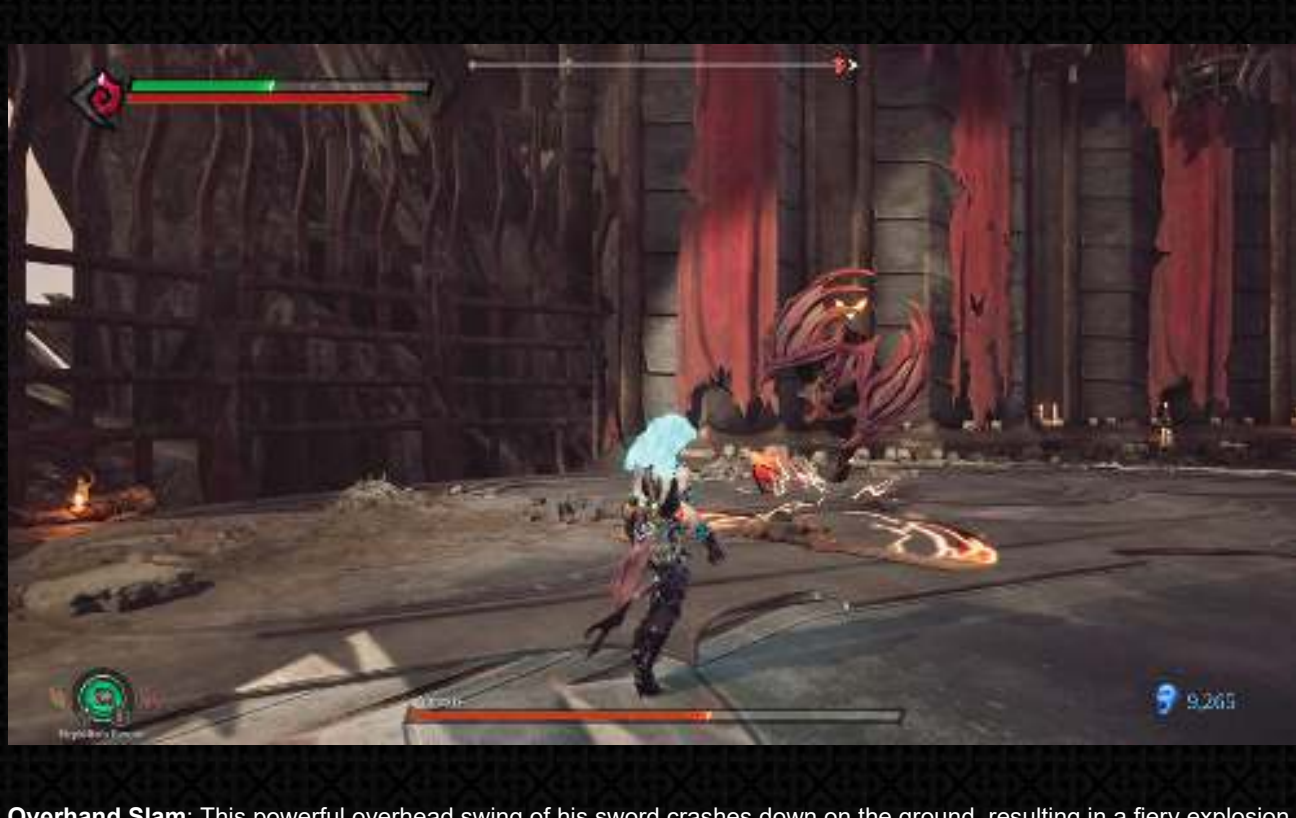
Twirling Sword Combo: Abraxis's primary attack is a series of sword slashes with a very short dodge window. Don't try to attack between his slashes, as they're too fast and can't be interrupted. Wait until after the third swing to strike.



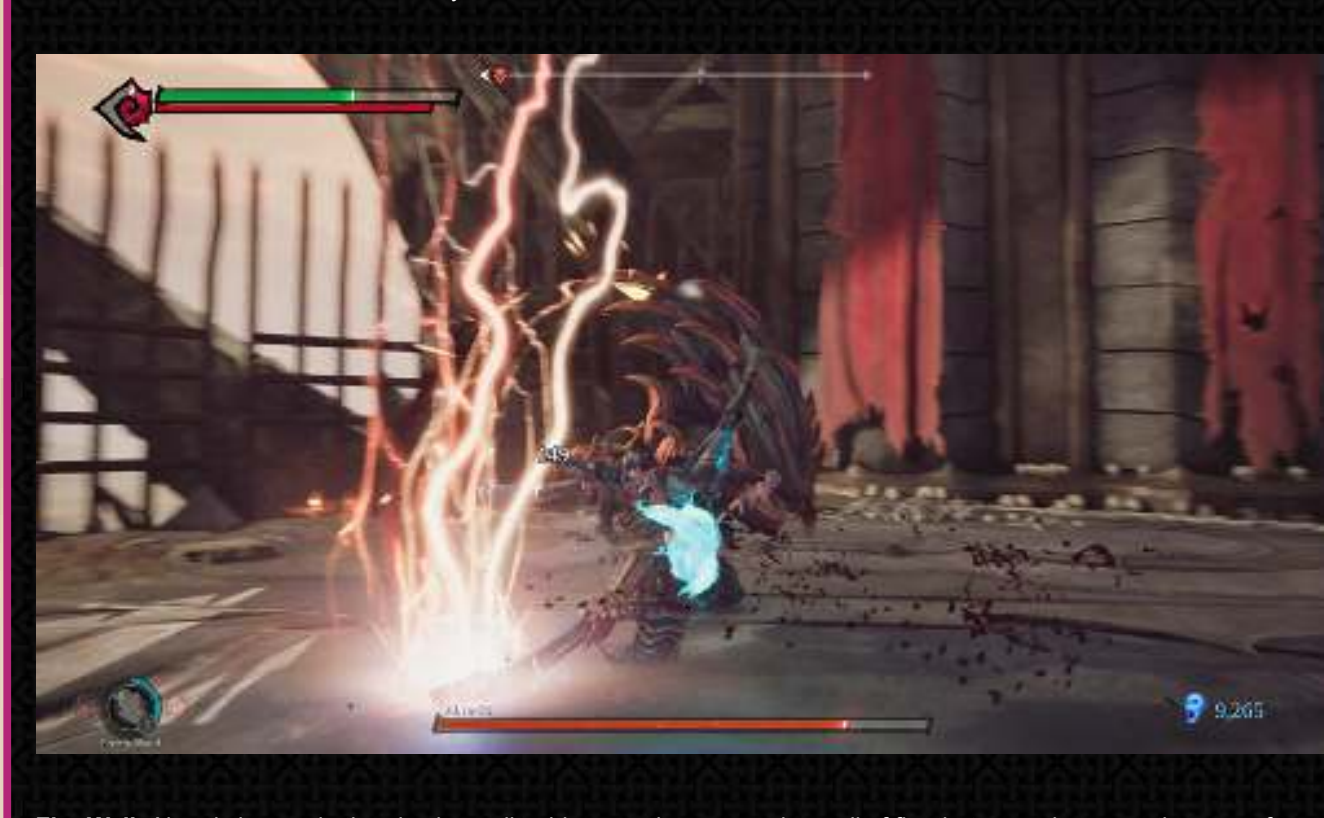
Charged Impalement: Watch for Abraxis's swords to glow red as he vibrates with anger. He immediately lunges for Fury in an effort to impale her with a sword. He then flings her into the air, leaps up, slashes multiple times, and slams her to the ground.



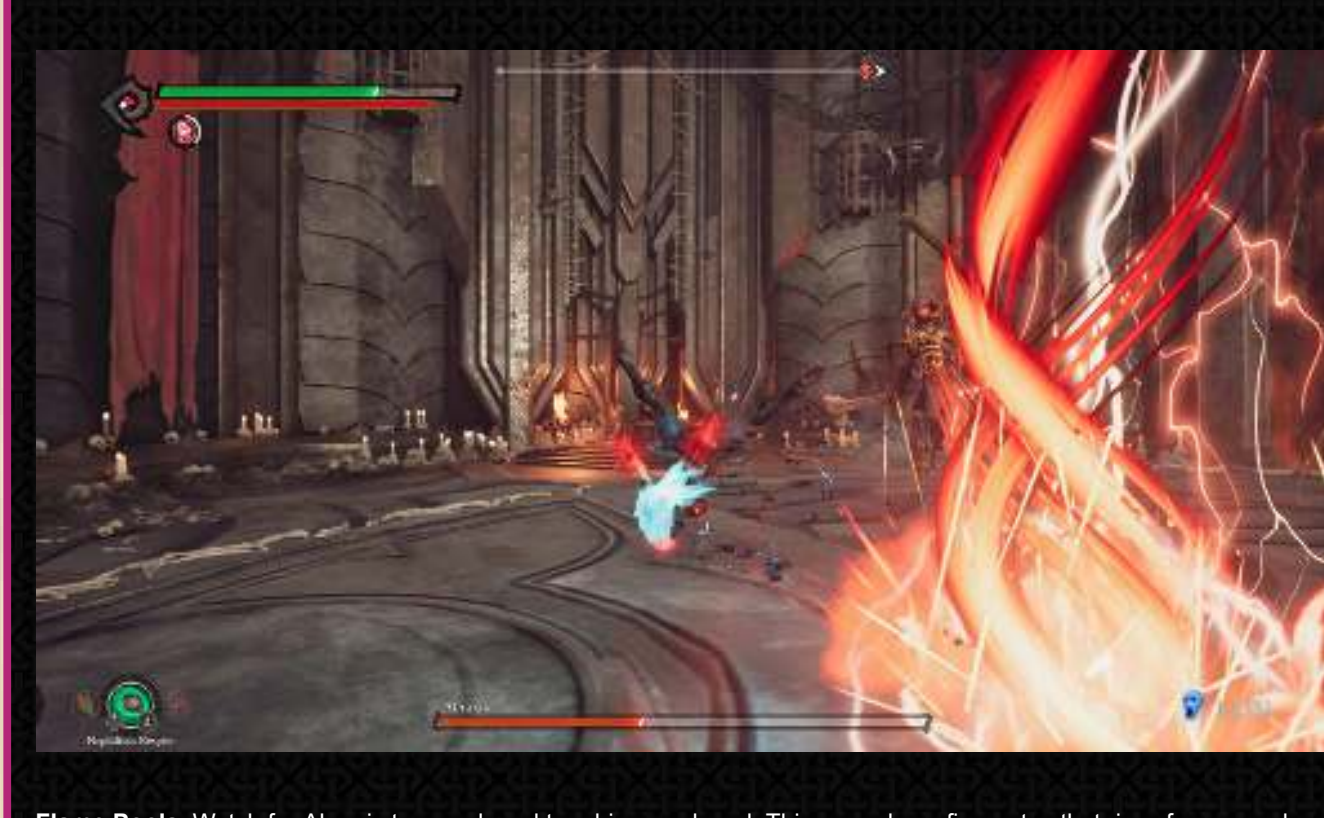
Sword Throw: In a move resembling Fury's Flicker toss, Abraxis occasionally throws his two swords at Fury. This is his go-to move whenever she's farther away from him.



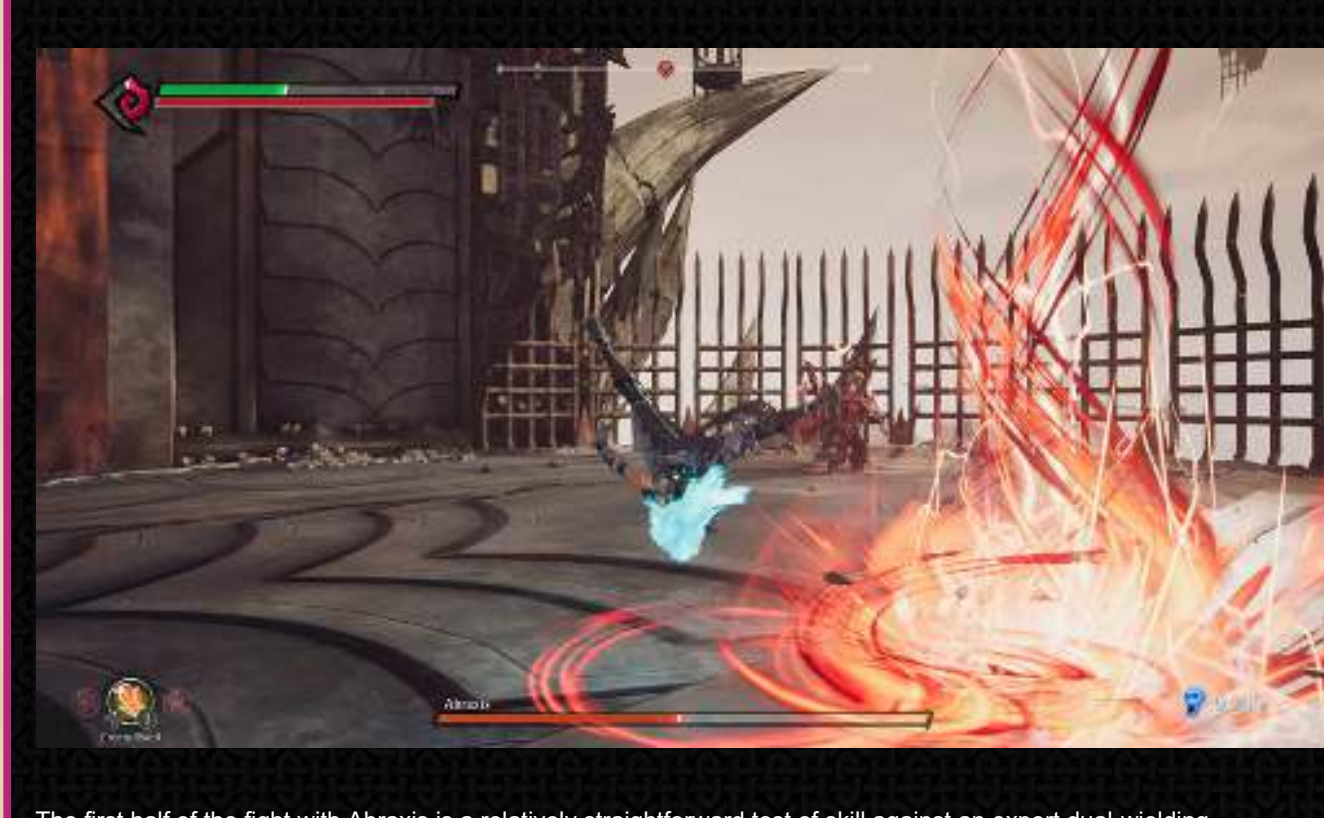
Overhand Slam: This powerful overhead swing of his sword crashes down on the ground, resulting in a fiery explosion. Of all his sword strikes, this is the one you most need to avoid.



Fire Wall: Abraxis hovers in the air, channeling his anger into a massive wall of fire that spreads across the arena from his sword. Back as far from him as possible to have a better chance of dodging the attack.

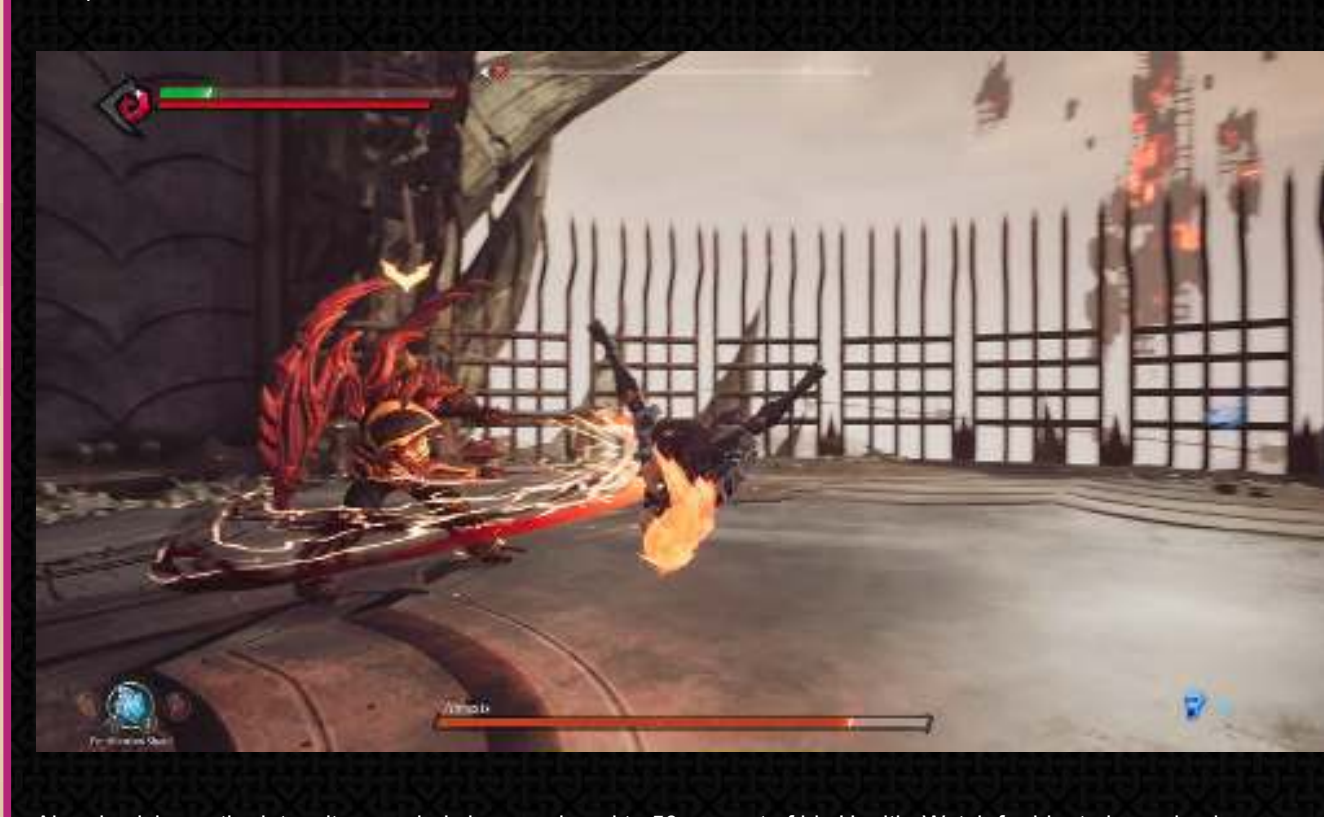


Flame Pools: Watch for Abraxis to crouch and turn his swords red. This precedes a fire vortex that rises from a pool beneath Fury's feet. Dodge and somersault in a zigzag pattern to avoid this attack.

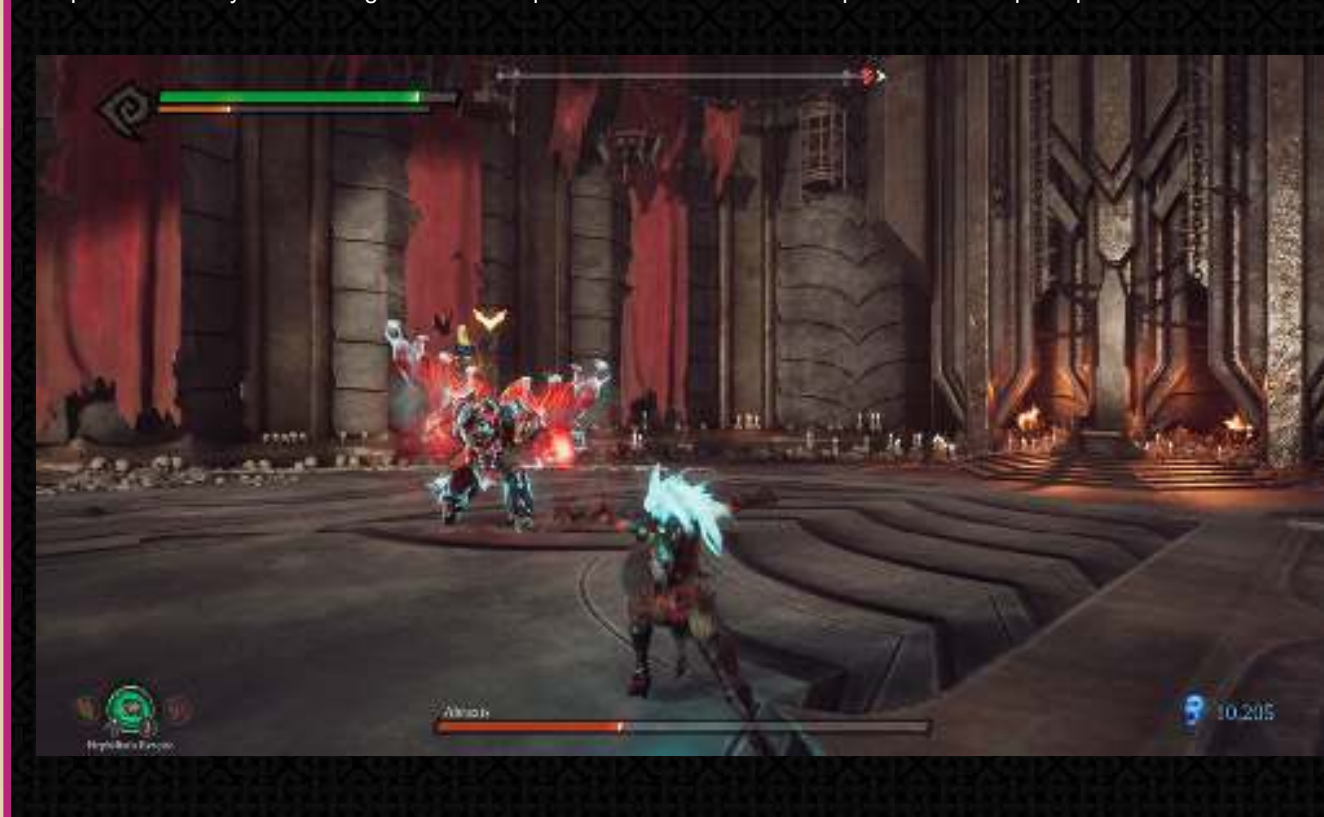


The first half of the fight with Abraxis is a relatively straightforward test of skill against an expert dual-wielding swordsman. Equip the Obscuris enhancement to increase Fury's evade chances, and stay in Stasis form to better slow Abraxis down. Maintain a moderate distance from him and focus on dodging his attacks. Counter with the Edge of Scorn to chill him, then unleash an Executioner combo with the Barbs of Scorn.

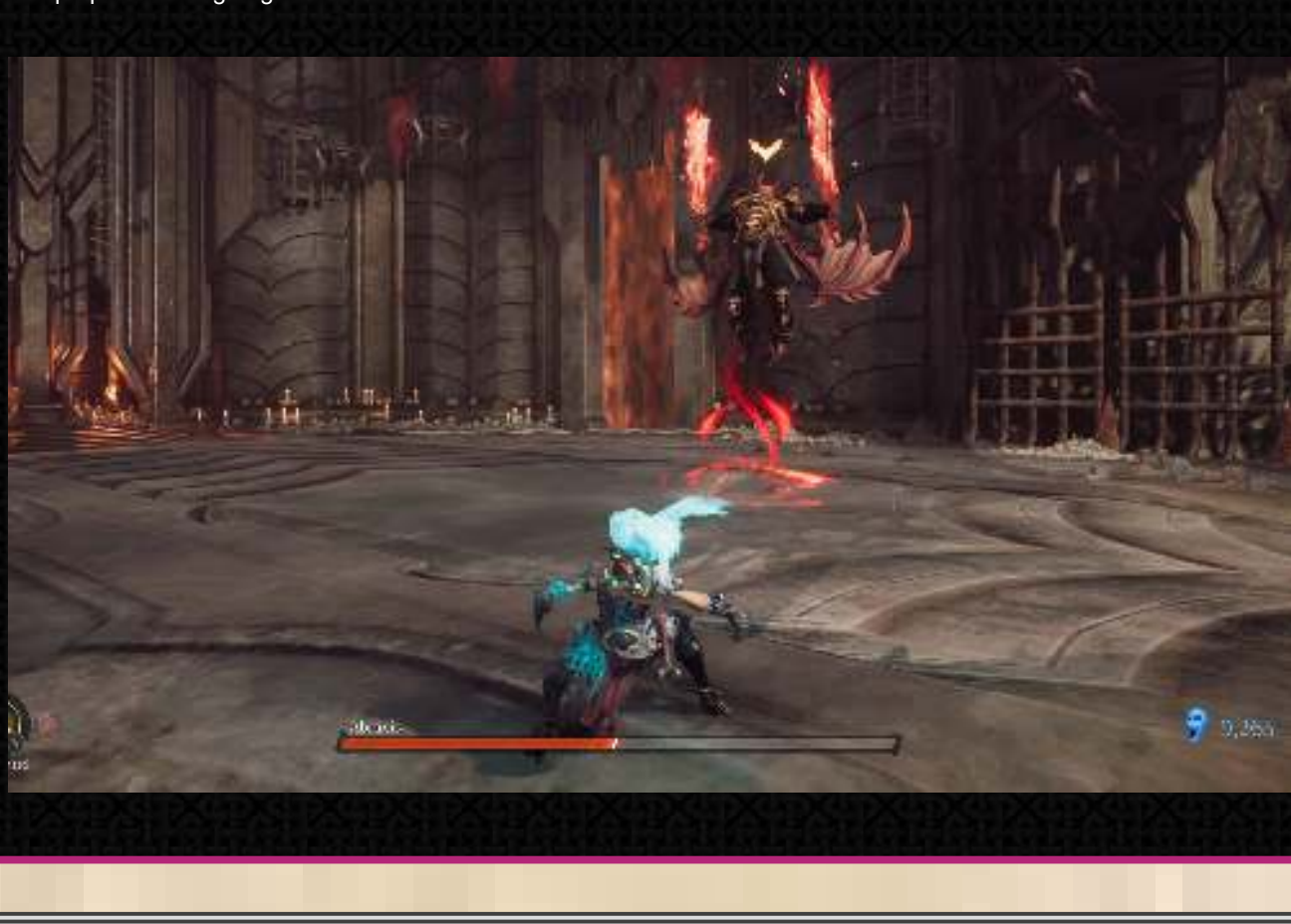
Refrain from using Havoc Form during the first half of the battle, as things get much tougher in the second half. Instead, equip the Azazel enhancement to the Barbs of Scorn and use the Wrath it generates to frequently trigger Stasis Shield. This isn't an easy fight, but a patient approach combined with the chilling effects of the Stasis Hollow makes it easier with practice.



Abraxis picks up the intensity once he's been reduced to 50 percent of his Health. Watch for him to hover in place, charging his swords. Back away and prepare to dodge to the side to avoid the wall of flame that crosses the arena toward Fury. He also periodically crouches down and uses the demonic power of his swords to cause vortices of fire to erupt beneath Fury's feet. Dodge in an erratic pattern to avoid them as the pools of flame open up on the floor.



Abraxis is relatively resistant to Fury's Havoc Form attacks, but it's still worth triggering Havoc Form for the invincibility it affords. Nevertheless, frequent use of the Stasis Shield will go a long way toward keeping Fury alive to the end of the fight. Counterattack with the Edge of Scorn, unleash a three-hit combo with the Barbs of Scorn, and then back away and prepare to dodge again.

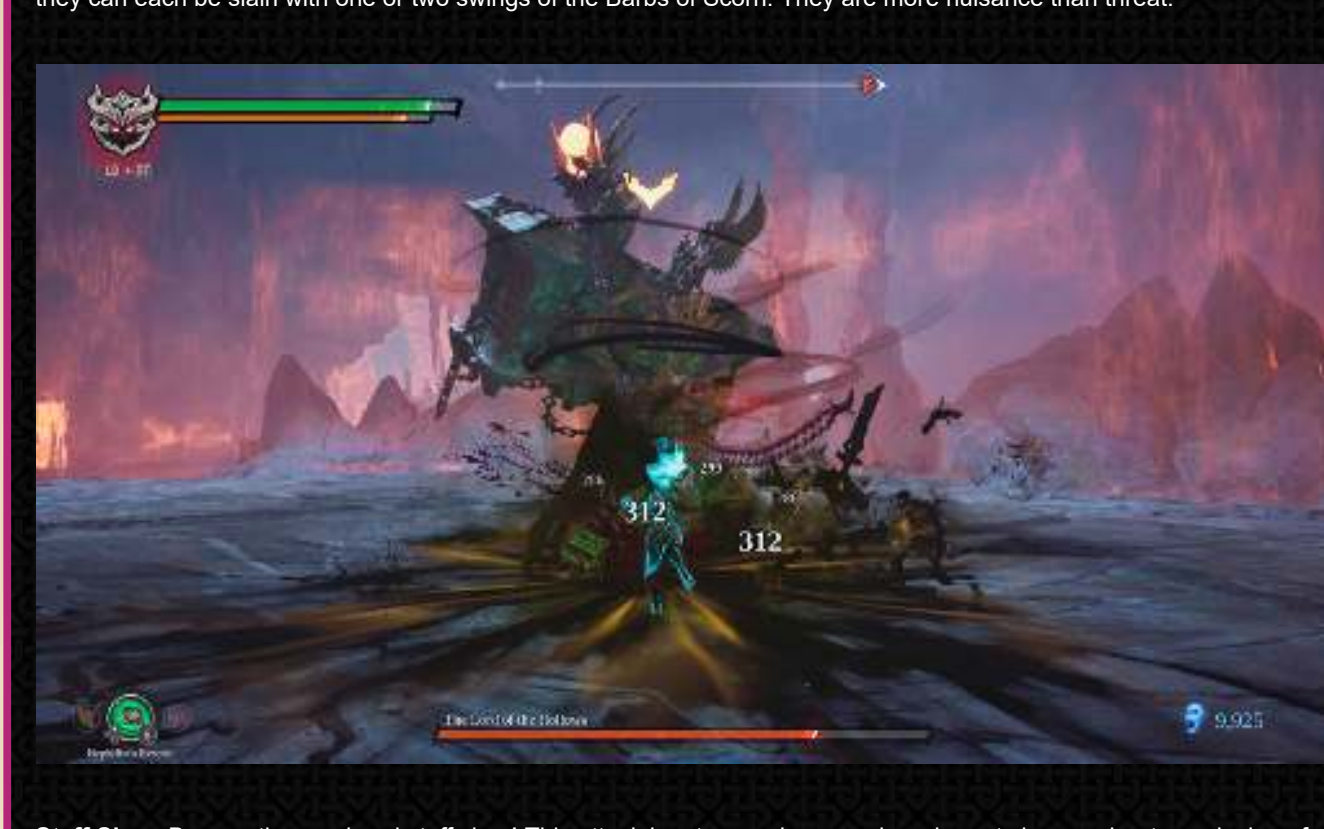


THRONE ROOM COLLECTIBLES

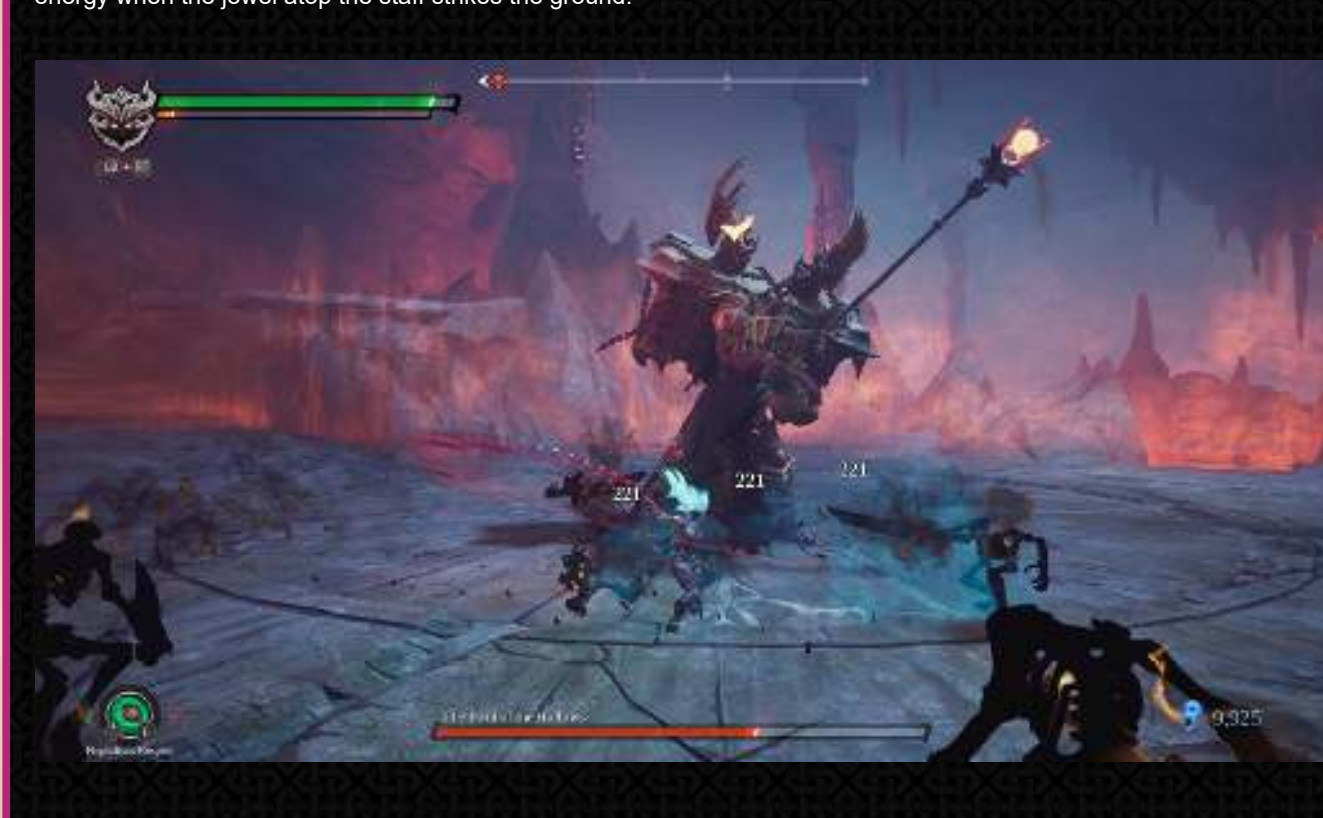
Ride the lift back to Abraxis's throne room to collect the **Luminous Visage** if you didn't pick it up during the battle. While you're there, step on the elevator switch, dash off the lift, and then Storm Glide across to the ledge beside the elevator shaft to get a Piece of Adamantine.

Lord of The Hollows

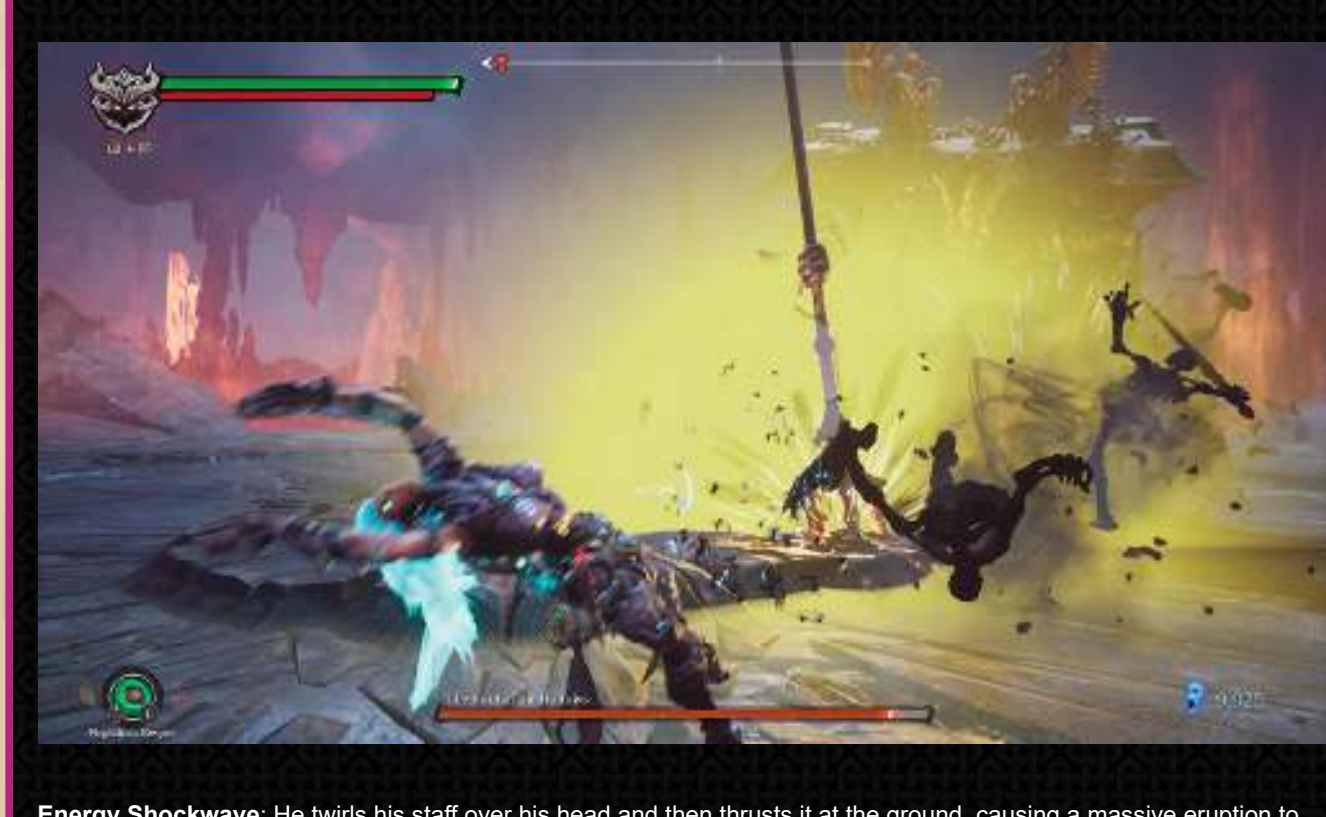
Hollowed Skeletons: The Lord of the Hollows frequently taps his staff on the ground, summoning a never-ending string of silhouetted skeletons into the chamber. Though some possess the larger swords of their living counterparts, they can each be slain with one or two swings of the Barbs of Scorn. They are more nuisance than threat.



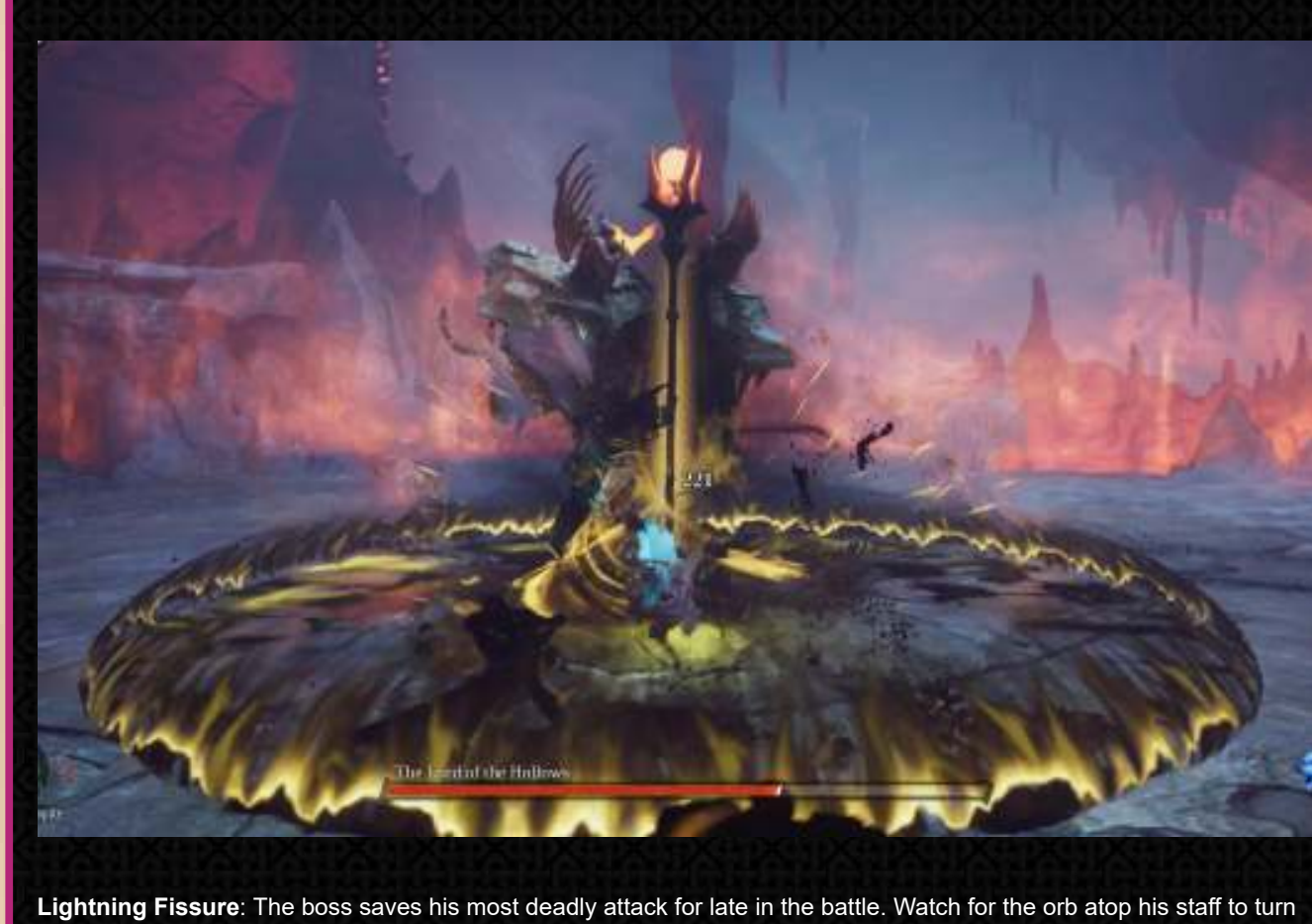
Staff Slam: Beware the overhead staff slam! This attack has tremendous reach and erupts in a moderate explosion of energy when the jewel atop the staff strikes the ground.



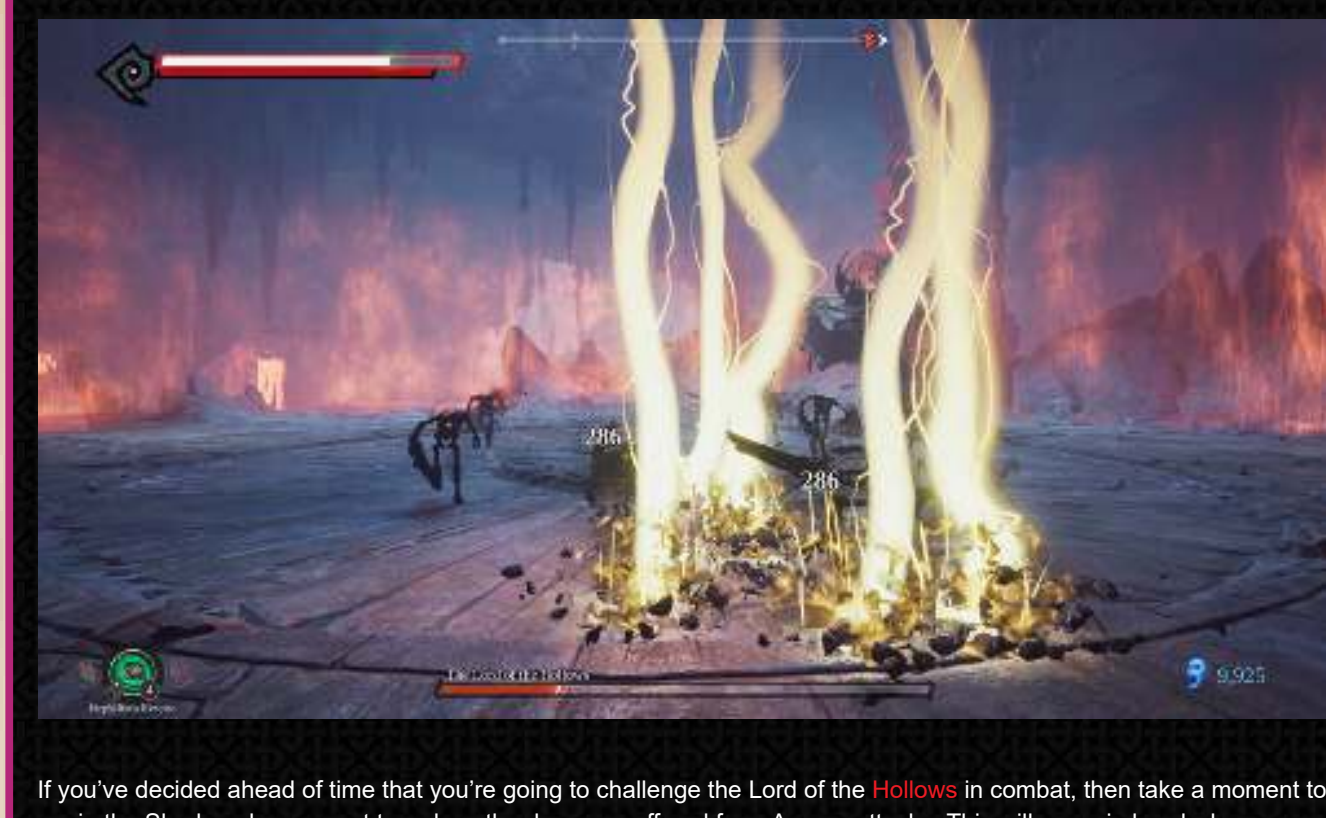
Inverted Staff Strike: Keep an eye on the Lord of the Hollows and watch for him to spin his staff upside down. He does this prior to striking the ground with a vertical jab, resulting in a massive eruption of energy. Back away quickly and take comfort in knowing that any Hollowed Skeletons in the blast area will be destroyed.



Energy Shockwave: He twirls his staff over his head and then thrusts it at the ground, causing a massive eruption to spread outward around him. Leap over this attack or be hurled backward by it.

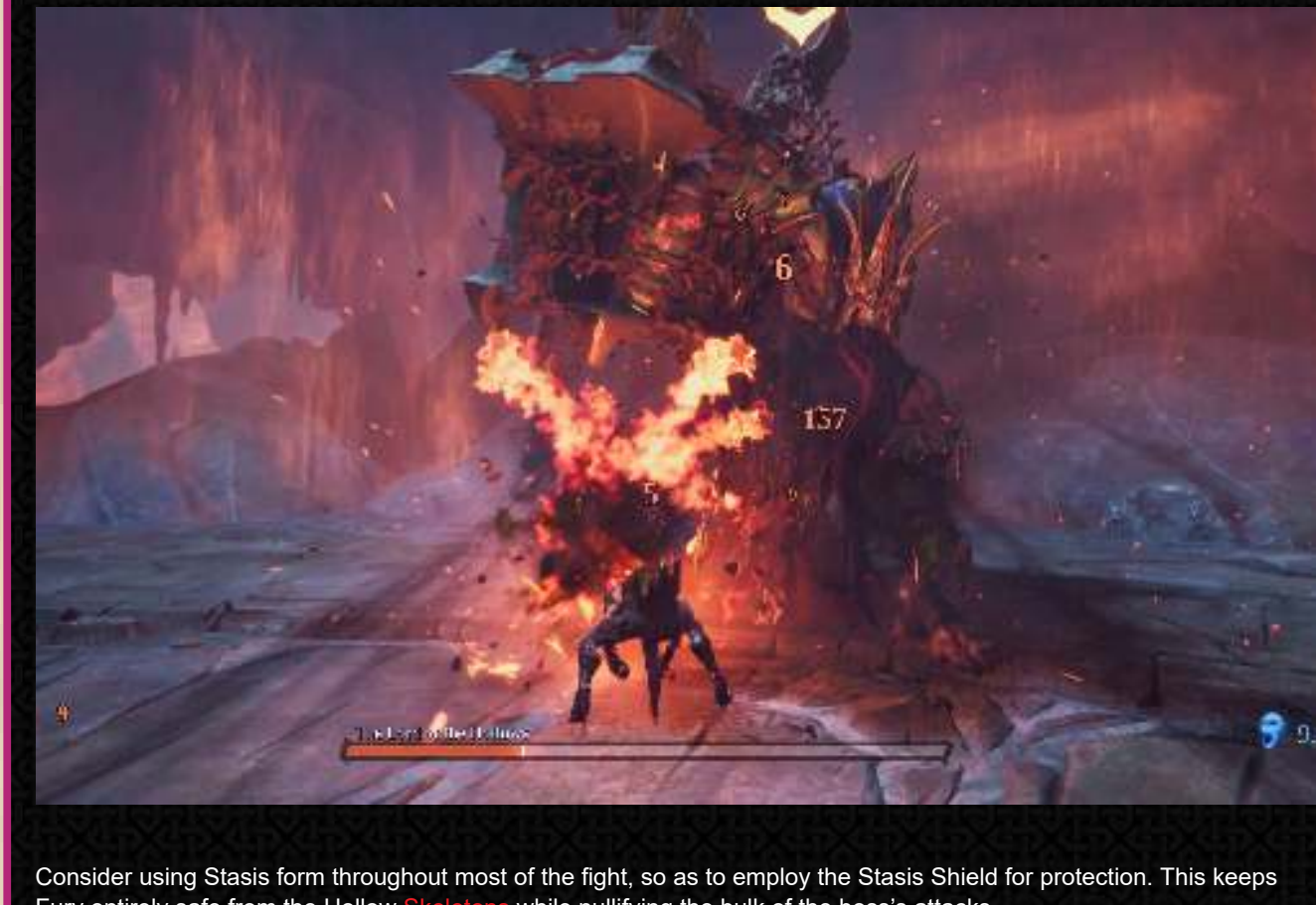


Lightning Fissure: The boss saves his most deadly attack for late in the battle. Watch for the orb atop his staff to turn from orange to yellow. From this point on, keep an eye on the ground beneath Fury's feet and dodge away as soon as the ground glows yellow. You have less than a second to react before bolts of lightning strike the ground, inflicting very heavy damage.

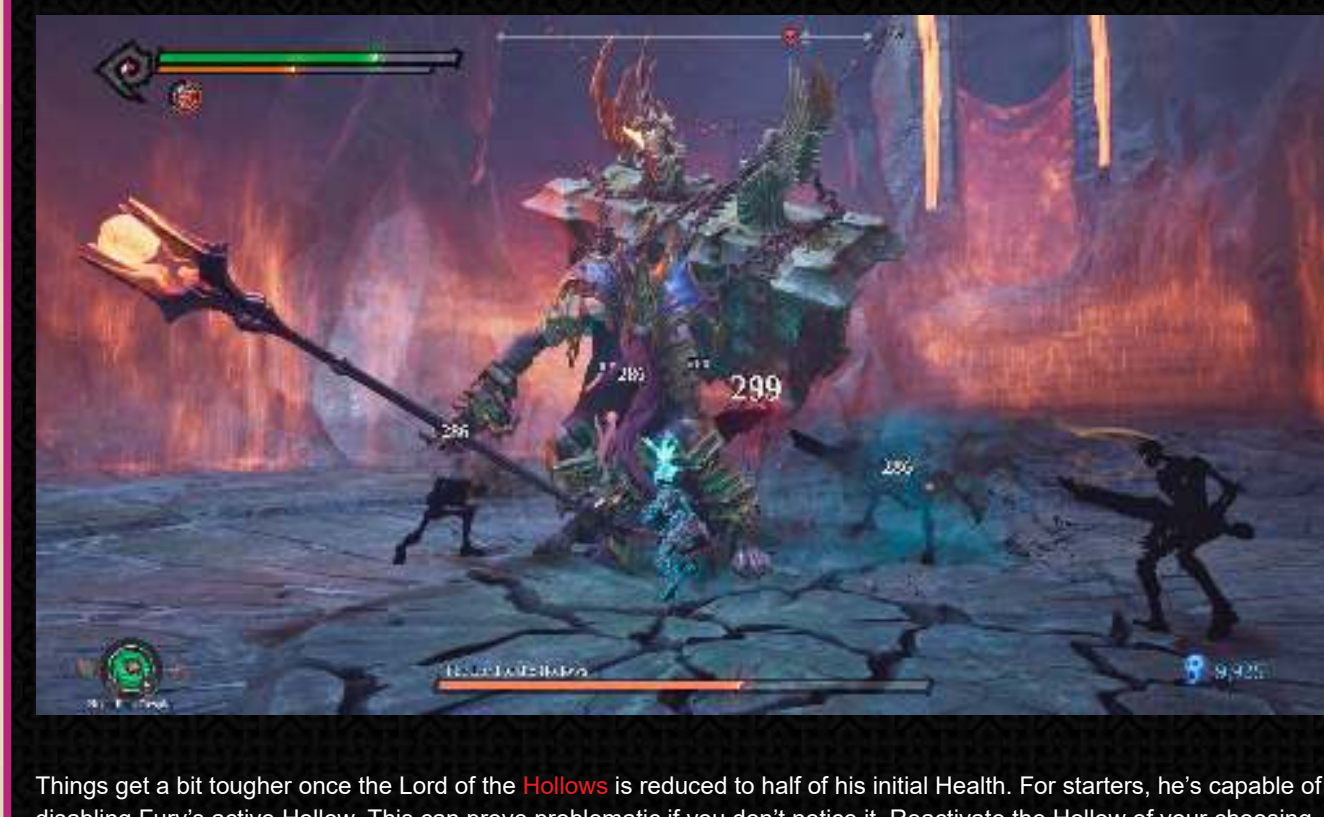


If you've decided ahead of time that you're going to challenge the Lord of the Hollows in combat, then take a moment to equip the Shade enhancement to reduce the damage suffered from Arcane attacks. This will come in handy, because although the Lord of the Hollows is essentially a massive, stationary foe with a giant staff, his Arcane attacks are quite deadly.

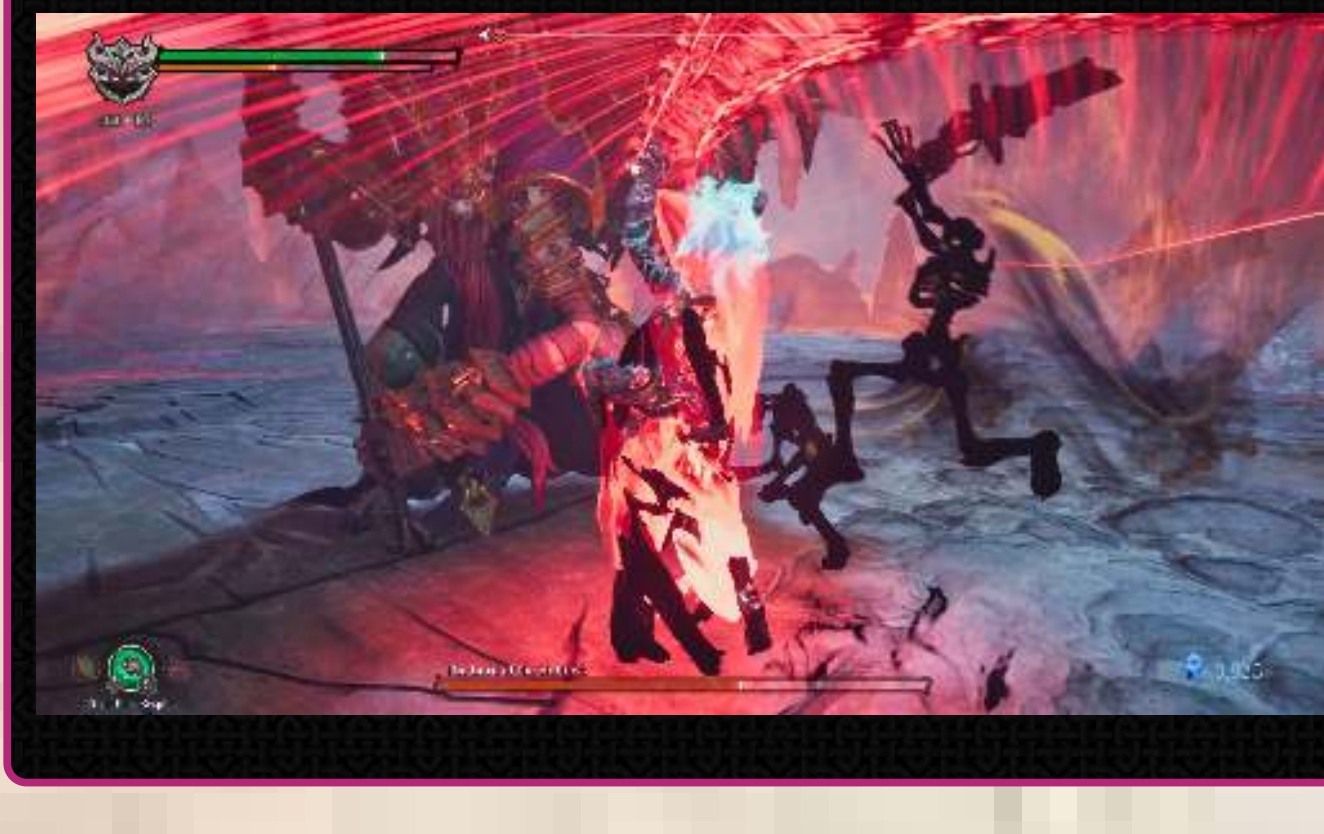
Like many wise leaders, the Lord of the Hollows allows his legions of followers to defend him. Fury can't necessarily ignore the Hollowed Skeletons, but she can trust most to perish as she swings the Barbs of Scorn at her primary target. The whip's tremendous reach should keep most of the lesser foes at bay. The only time you need to really worry about them is when trying to consume a Nephilim's Respite without being interrupted. That said, a Cataclysm or Immolation Wrath Attack will instantly clear out any bothersome skeletons.



Consider using Stasis form throughout most of the fight, so as to employ the Stasis Shield for protection. This keeps Fury entirely safe from the Hollow Skeletons while nullifying the bulk of the boss's attacks.



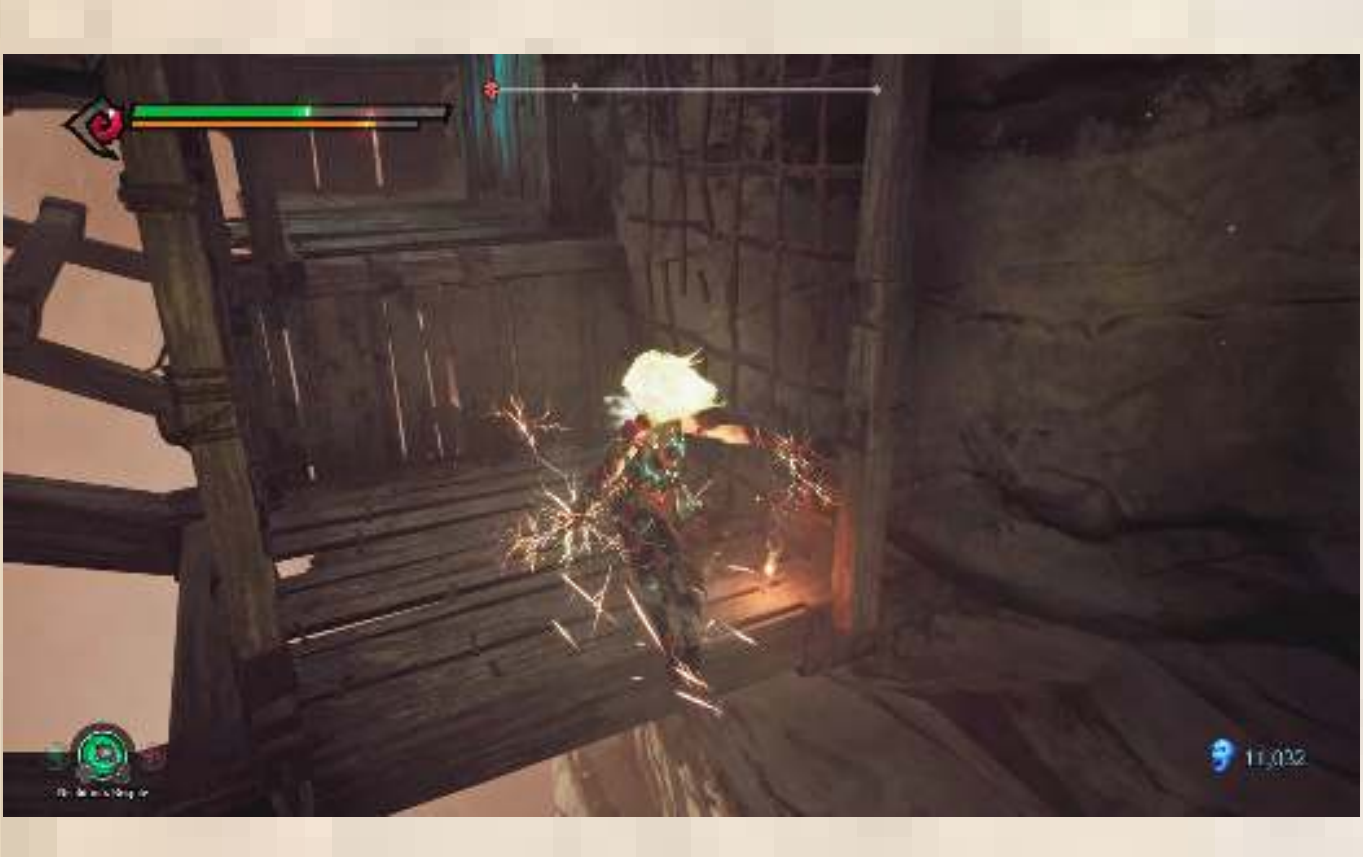
Things get a bit tougher once the Lord of the Hollows is reduced to half of his initial Health. For starters, he's capable of disabling Fury's active Hollow. This can prove problematic if you don't notice it. Reactivate the Hollow of your choosing —we recommend Stasis—and continue the fight. Use any available Wrath Shards to keep the Stasis Shield active as the Lord of the Hollows begins to unleash his powerful lightning attacks. This is a good time to use Havoc Form as well. Assaults in Havoc Form won't inflict a ton of damage, but the temporary invincibility makes it worth it.



THE LORD'S PROPHECY

The Lord of the Hollows prophesized that only one would survive the next time he and Fury met. Whether he remains true to his word or not, you will have to see for yourself. But know this; regardless of your choice to spare or kill him, you should visit him.

Whether you pay a visit to Abraxis or not, you'll need to continue eastward along the cliff face to reach the windswept plains of the Lowlands. Use the Force Ball ability to roll along the Force surface, then Flame Jump into a whip swing to cross over to the larger platform. Clear out the Phantom Guard Captain and other Demons here and grab the **Angelic Artifact** from the middle platform.



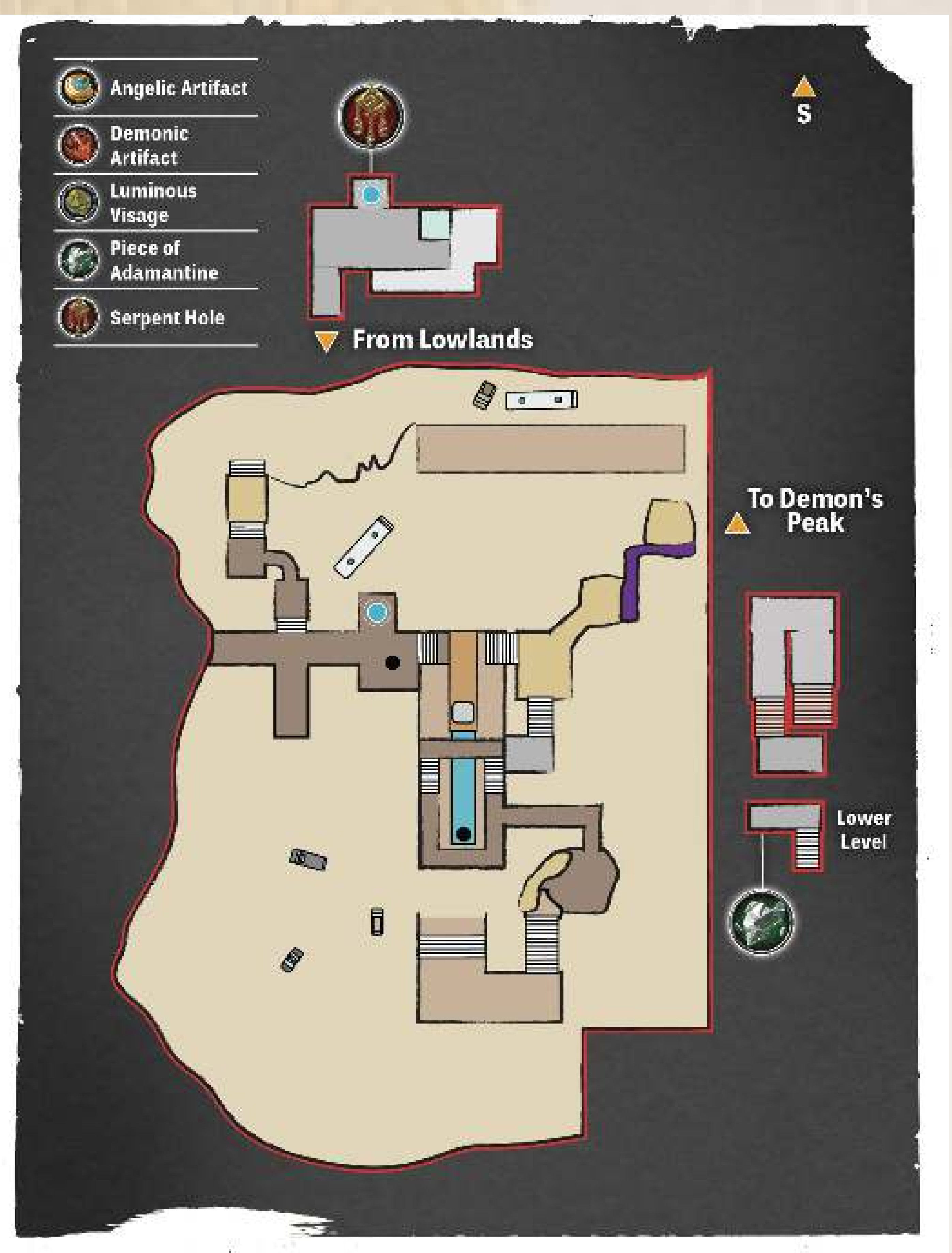
Let the Incandescent Remains be your guide and reach this tiny platform.

This is where things get tricky. Fury has to access the blue-glowing shaft to wall jump up to the top level of the platform, but the only way to access it is via a small platform directly beneath the main floor. Access it by running around behind it and smashing the barrels in your way. The Havoc Shard lying near the corpse is your reward.

DARKSIDERS III

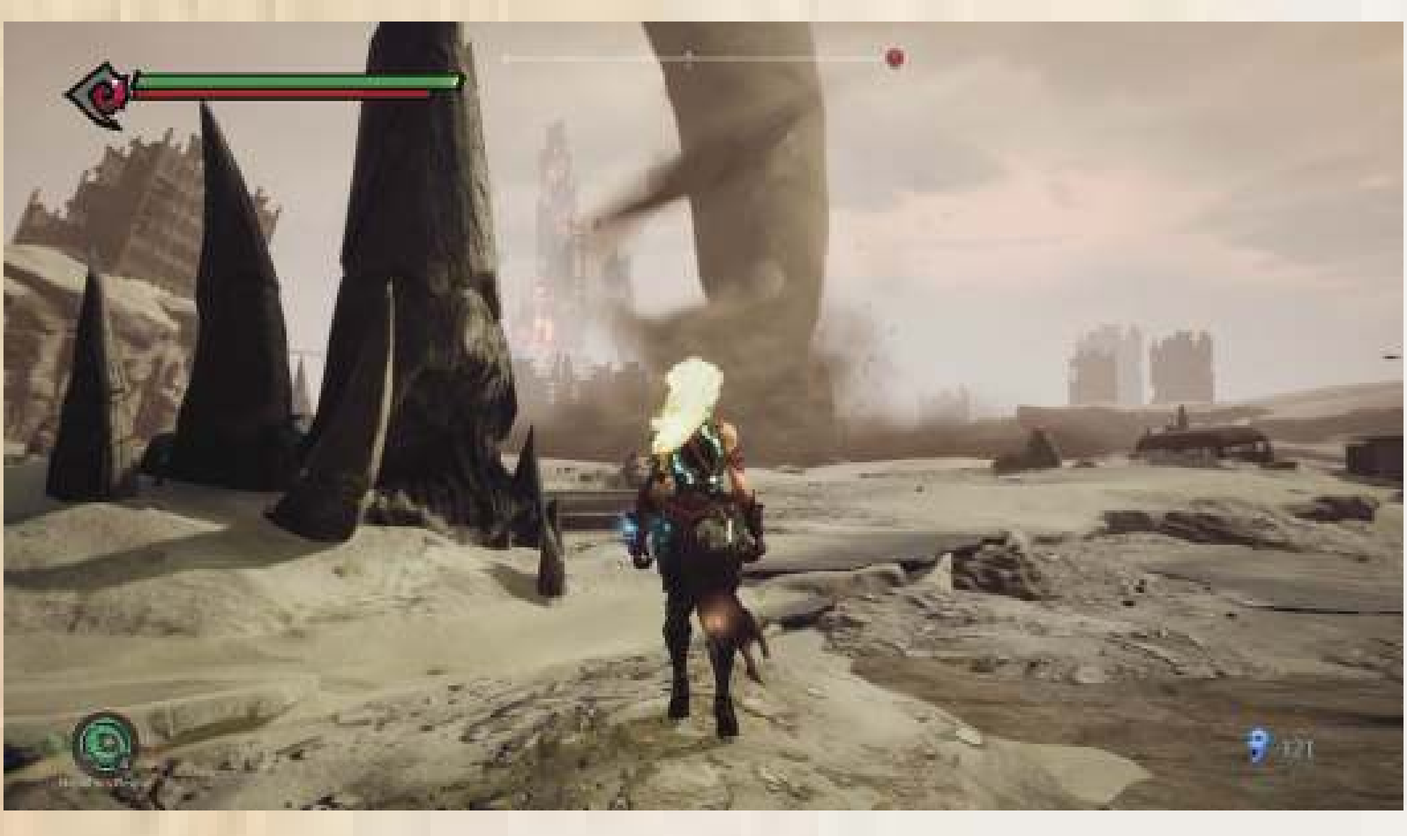
Wrath (Revisited)

Scar: Dust Halls



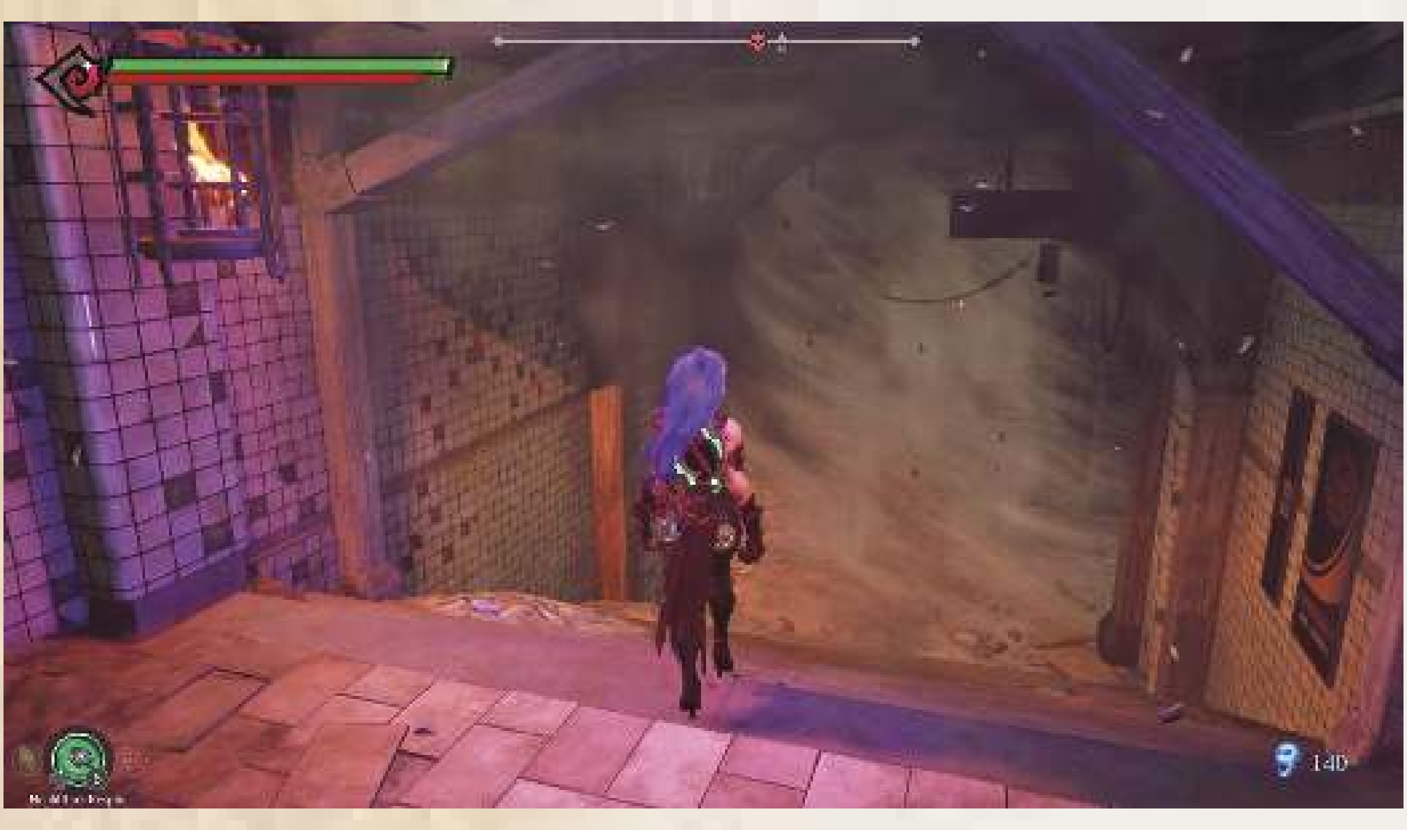
TAKE SHELTER FROM THE TEMPEST UNDERGROUND

The storm ravaging the sandy Lowlands is no ordinary tornado. It's possessed with the ability to hunt Fury wherever she goes. It senses her position—even underground—and will turn from its path to chase her down and suck her into oblivion. The Force Hollow can keep her grounded while underground, but there is no safety for her on the open sandy plains. The only option is to dash as fast as you can from one subway entrance to the next.



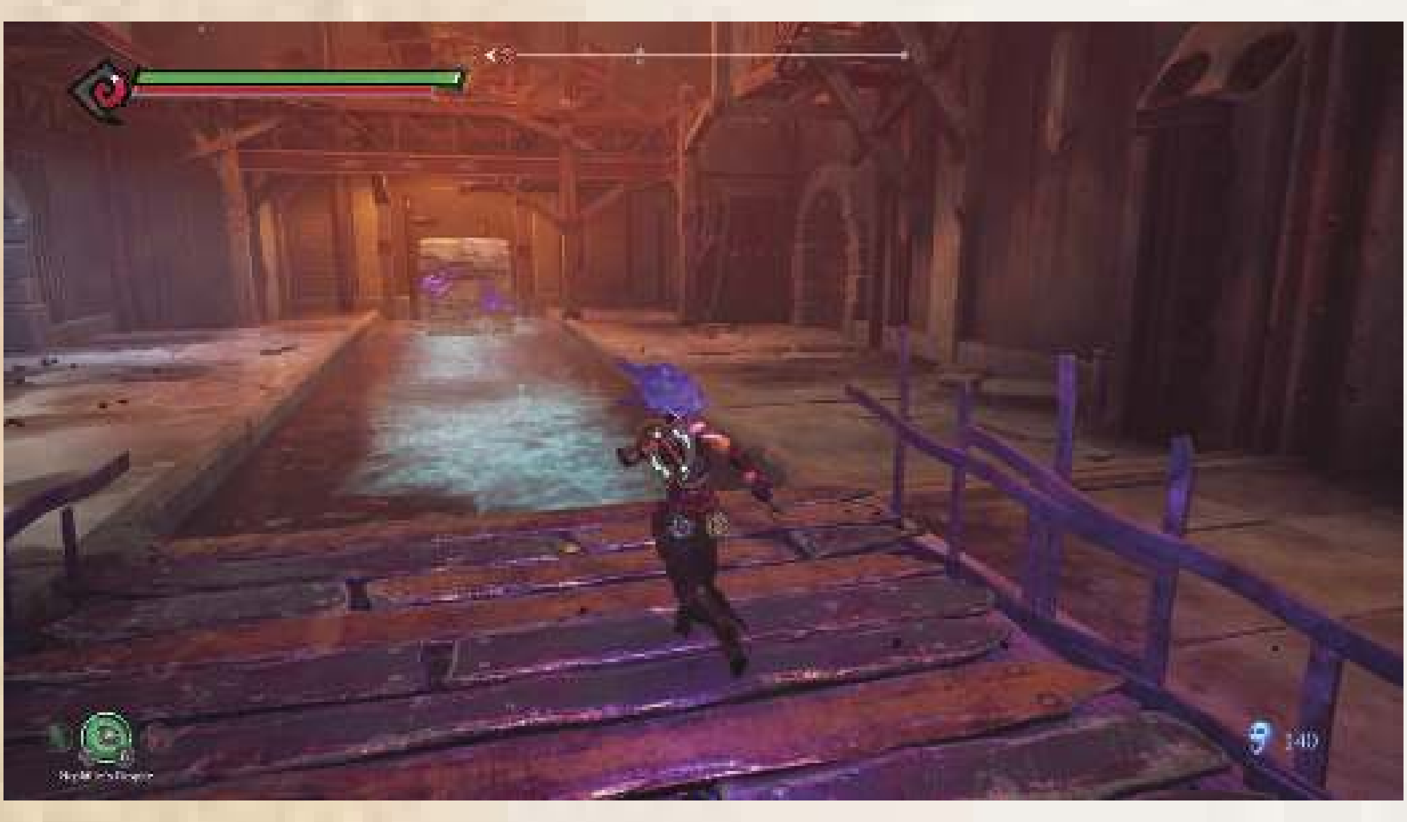
Wait for the Tempest to get as far from Fury as possible before making a run for the subway stairs.

Storm Glide down onto the desert and immediately begin tapping the Dash button to reach the subway station to the right as fast as possible. Activate the Force Hollow and crawl through the wreckage of the partially collapsed subway station. Run down the hall, past where the Phantoms get sucked skyward, to find a **Demonic Artifact**, then head west to the Serpent Hole.



Stand atop the circular switch until a cube-shaped purple stone moves across the conveyor belt and falls onto the floor. Flame Jump from that block to the opening near the ceiling and crawl through to the adjacent room.

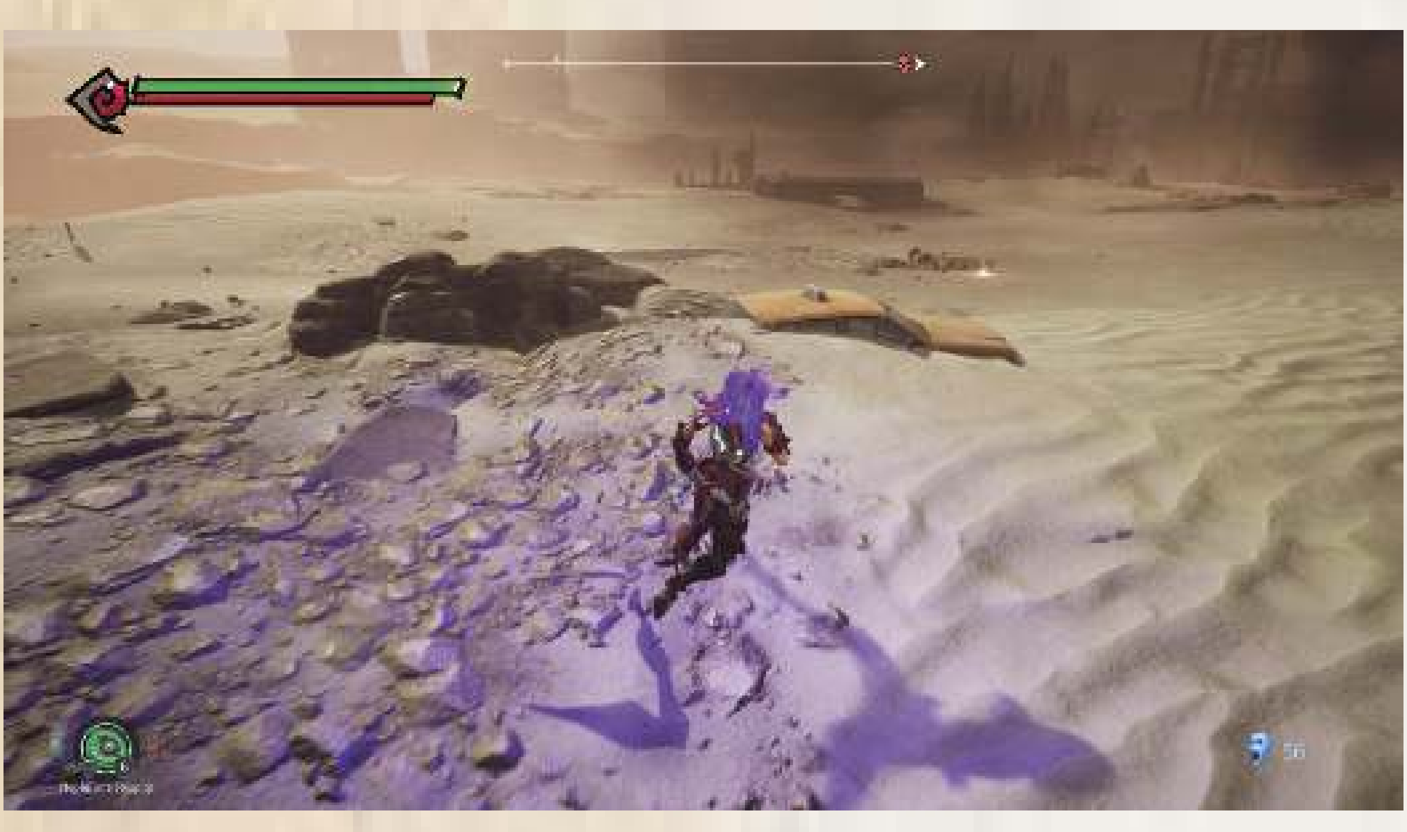
The only way out of this area is to get the purple stone onto the switch in the room to the north. That means getting it safely across the water-filled trench. Fortunately, this is easier than it may sound. Use Force form to open the metal gates via the switch on the upper walkway and then drop to the floor switch near the water. Activate Stasis form and run across the water, freezing it with each step. Slip behind the stone, activate the Force Hollow, and blast the stone with a charged-up swing of the Mallet of Scorn. If aimed properly, the block will slide across the ice and depress the floor switch.



Move fast to knock the block across the ice before it melts.

Continue through the tunnel and up the Force surface to the stairs leading back out onto the surface. Stay in Force form and crawl to the edge of the cover so you can scan the area outside.

The Tempest continues to rampage across the plains, and Fury barely has enough time to dash to the next subway entrance. It's imperative that you wait for the storm to get as far south as possible before making a run for it. That said, there are two Incandescent Remains to be collected. Stopping to grab either of them may cause Fury to be sucked into the storm, but with a Serpent Hole not far behind, it's a small price to pay. Just make sure to feed any Souls you have to Vulgrim before you try this.

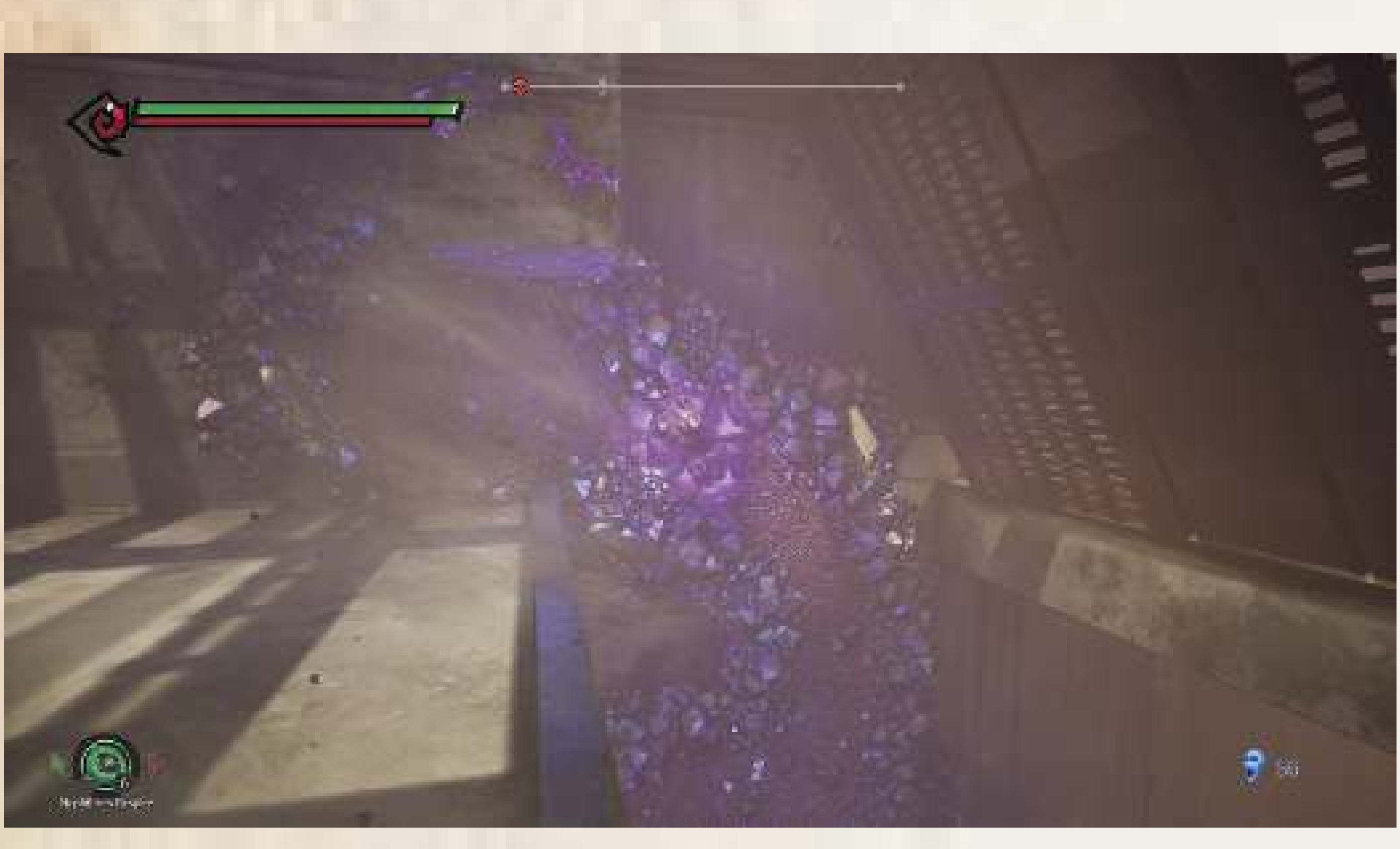


It's worth a trip back to the Serpent Hole to get the Rage enhancement beyond the taxi.

The Incandescent Remains to the right of the subway entrance contain an **Angelic Artifact,** and the ones slightly to the left, beyond the taxi cab, contain a Luminous Visage.

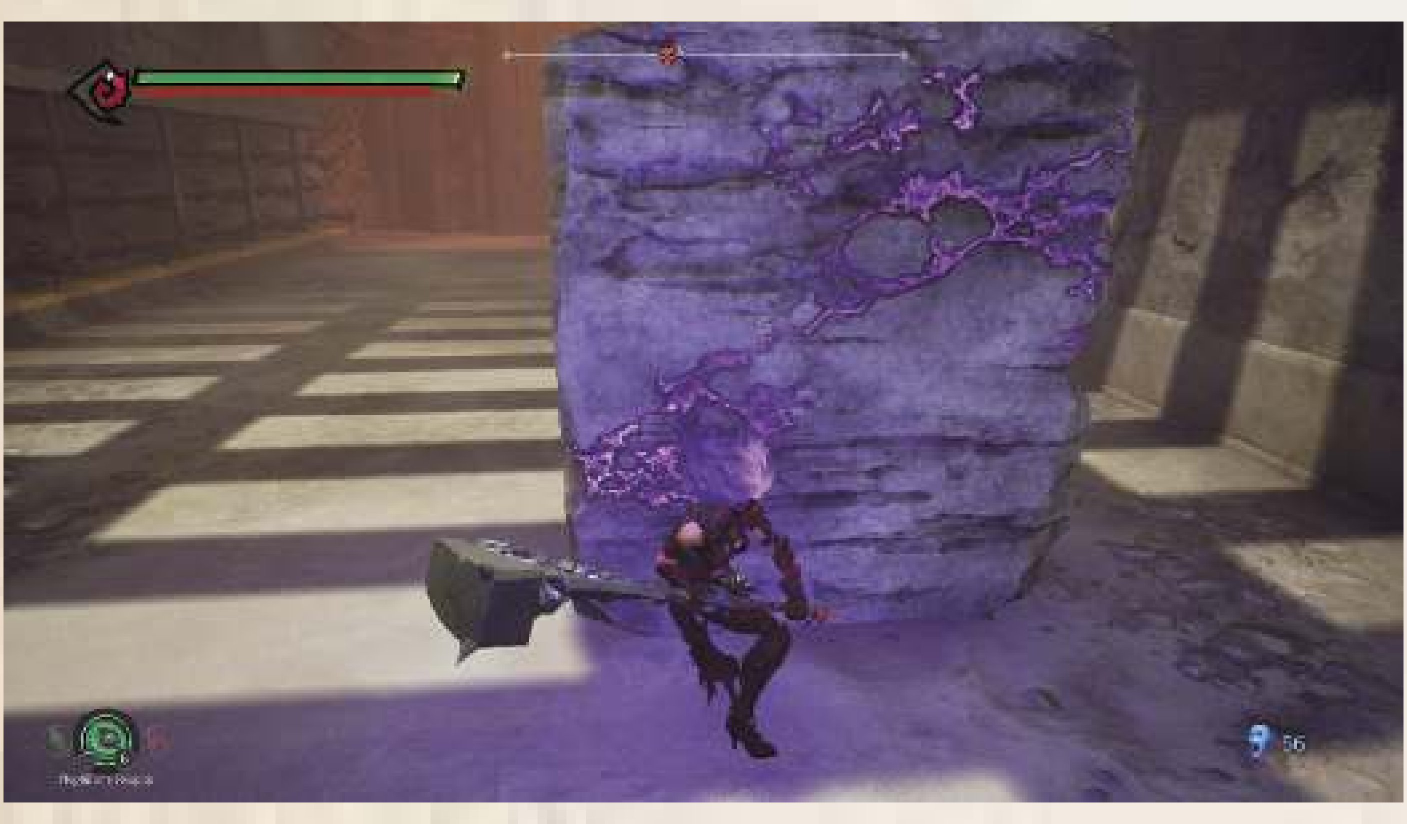
Descend the stairs and continue to the purple lever. Hit it to open the gate on the left, providing a shortcut back to the Serpent Hole. Head up the slope to the right and Force Ball across the chasm. Keep the Force Hollow active as you inspect the next puzzle.

In this area, Fury must guide the purple block at the east end of the room over to the western end, all while avoiding the Tempest above the grated ceiling. Use the Force Ball to reach the eastern end of the room and collect the **Angelic Artifact** in the corridor beyond the doorway. Because you are at this end, the storm tracking you will carry the purple stone over to the edge. Use the Mallet to drive it into the lower channel, where it will slide under the hinged gate.

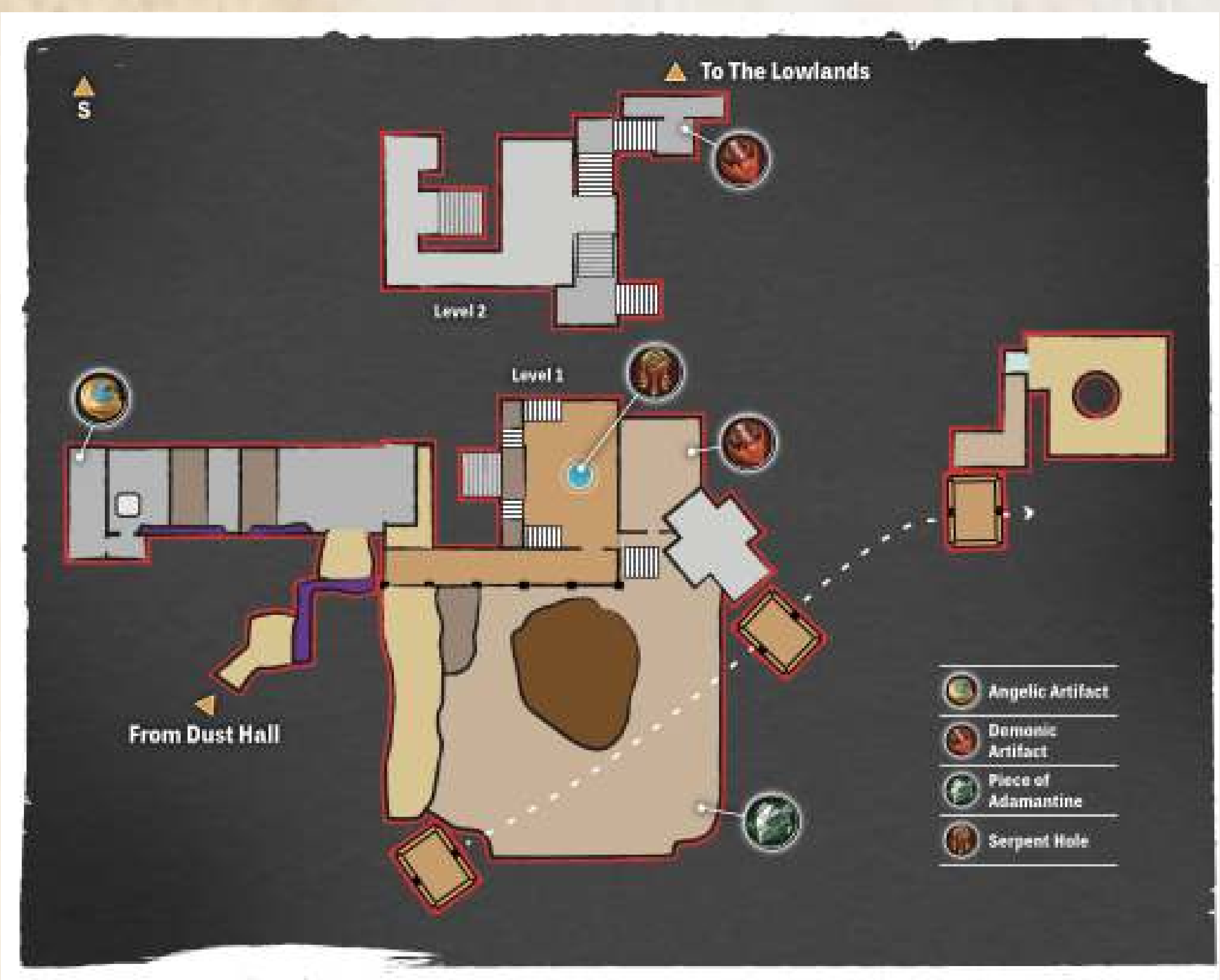


Knock the purple cube into the trench and then use the Force Ball to guide it westward.

Move to the western end of the room while the purple block is being carried by the storm. Wait for the storm to drift away and for the block to fall on the upper level, safely west of the hinged grate. Rush behind it and hit it twice with the Mallet of Scorn to drive it into position along the wooden wall to the west. Now you can Flame Jump off it and reach the upper ledge.



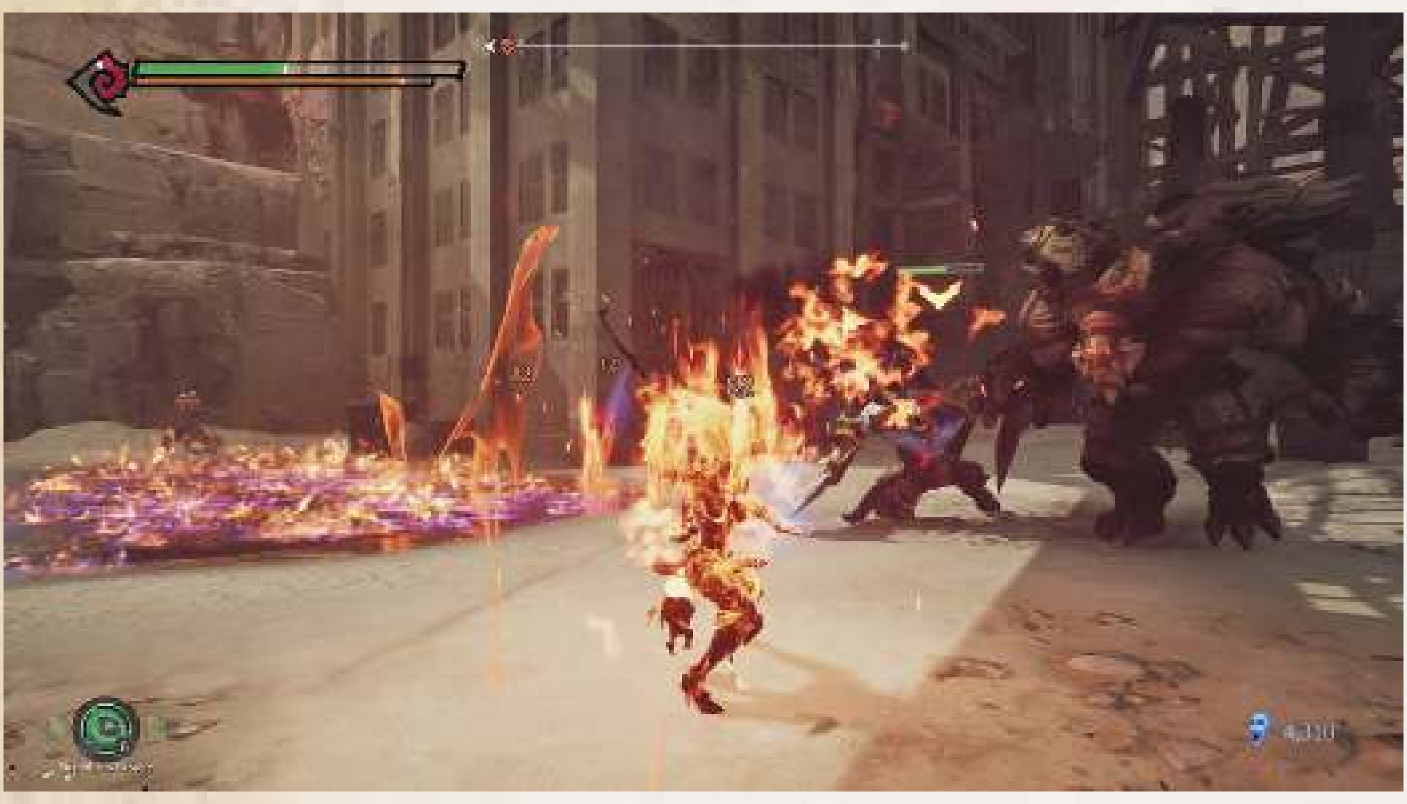
Wait for the storm to drop the block, then rush over and hit it with the Mallet of Scorn.



DISABLE THE DRILL BIT

Ascend the stairs from the Serpent Hole and loop around to the room with the Scarab. Grab the Lurcher Cache, and head down the stairs to the left first. Here, you can grab a **Demonic Artifact** and unlock a gate leading back to the Lowlands. Return the other way and descend the stairs on the northern side to head back outside.

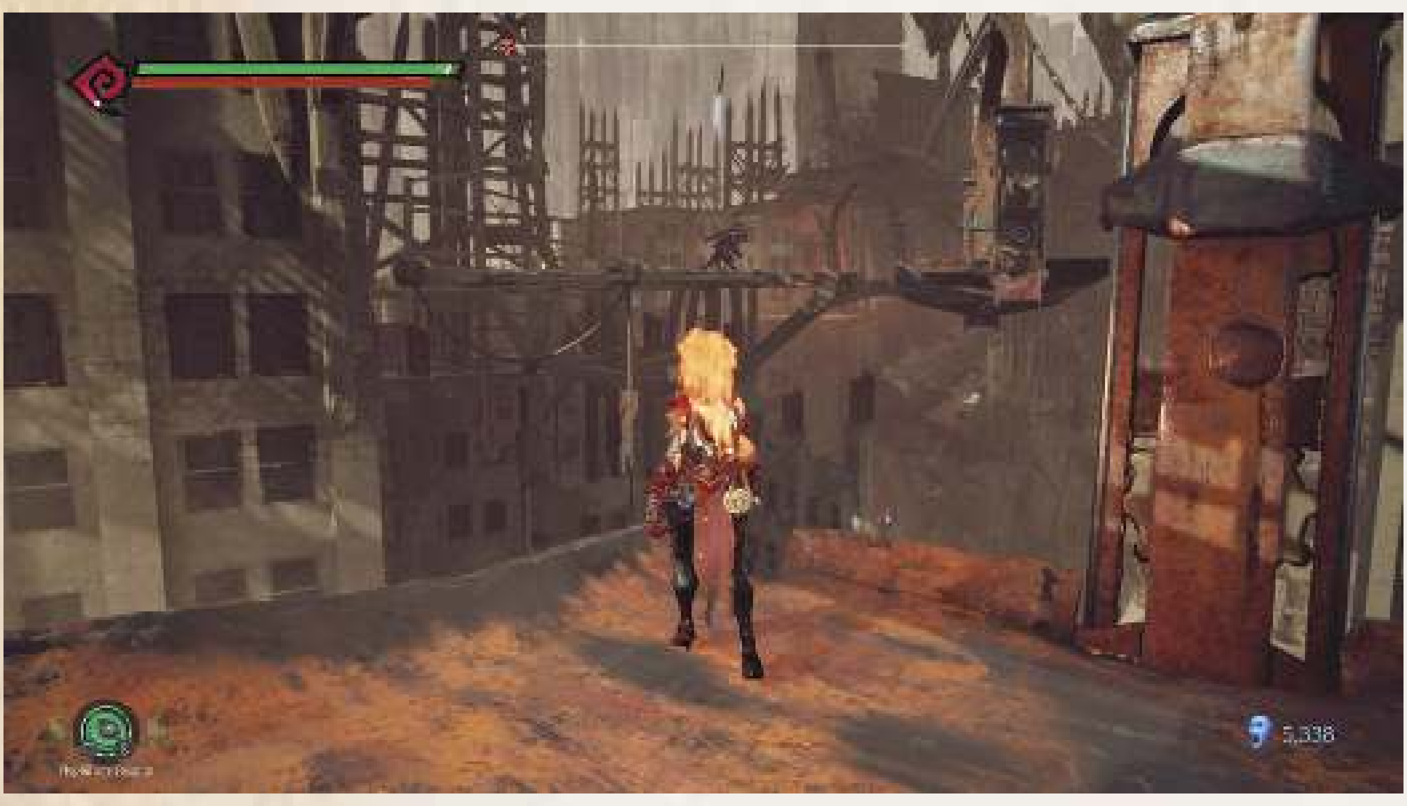
Several enemies, including a Trauma, lurk outside the building with the Serpent Hole. Fortunately, so does a highly flammable oil slick. Activate the Flame Hollow, bait the enemies toward the oil slick, and unleash the Chimera's Growl attack. Or, if you have a full Wrath Meter, draw them in tight and trigger the Immolation attack. Either of these will ignite the oil and inflict steady burn damage on your foes.



Set the oil on fire and bait the enemies into the flames.

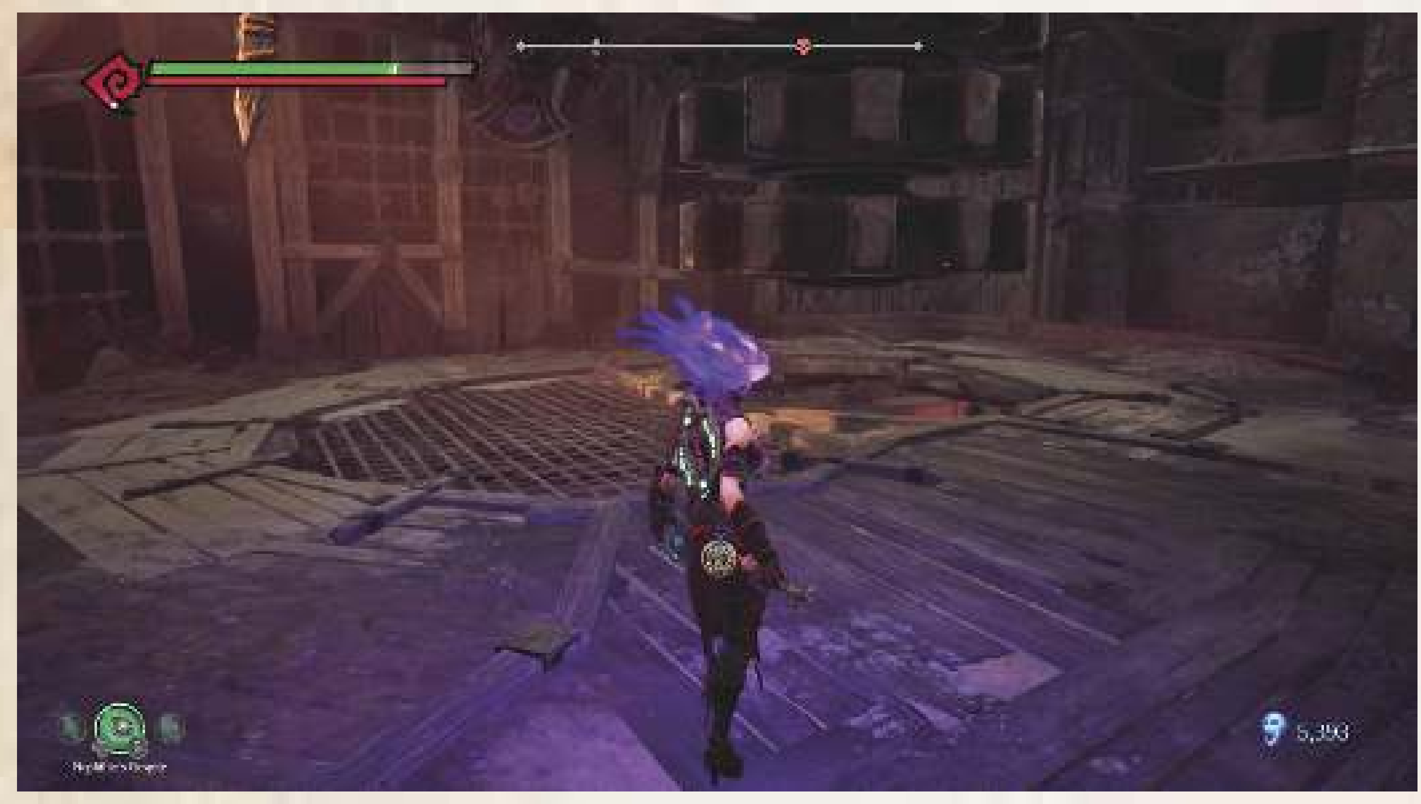
Crawl through the gap in the wall next to the stairs you descended to find a **Demonic Artifact**, then crawl back through. The Large Lurcher Cache in the far corner of this sandy area is worth 10,000 Souls, so don't miss it.

Flame Jump up the cliffs to the east and catch a ride on one of the mining carts. Wait for one with its bucket open to move close to the edge, and then leap on. Feel free to slow it with Stasis form if worried about the timing. Get the items from the nearest platform and building ledge, reboard the cart, and ride it to the next platform on the left.



Be careful to dodge the spears while you ride the cart over to the next platform.

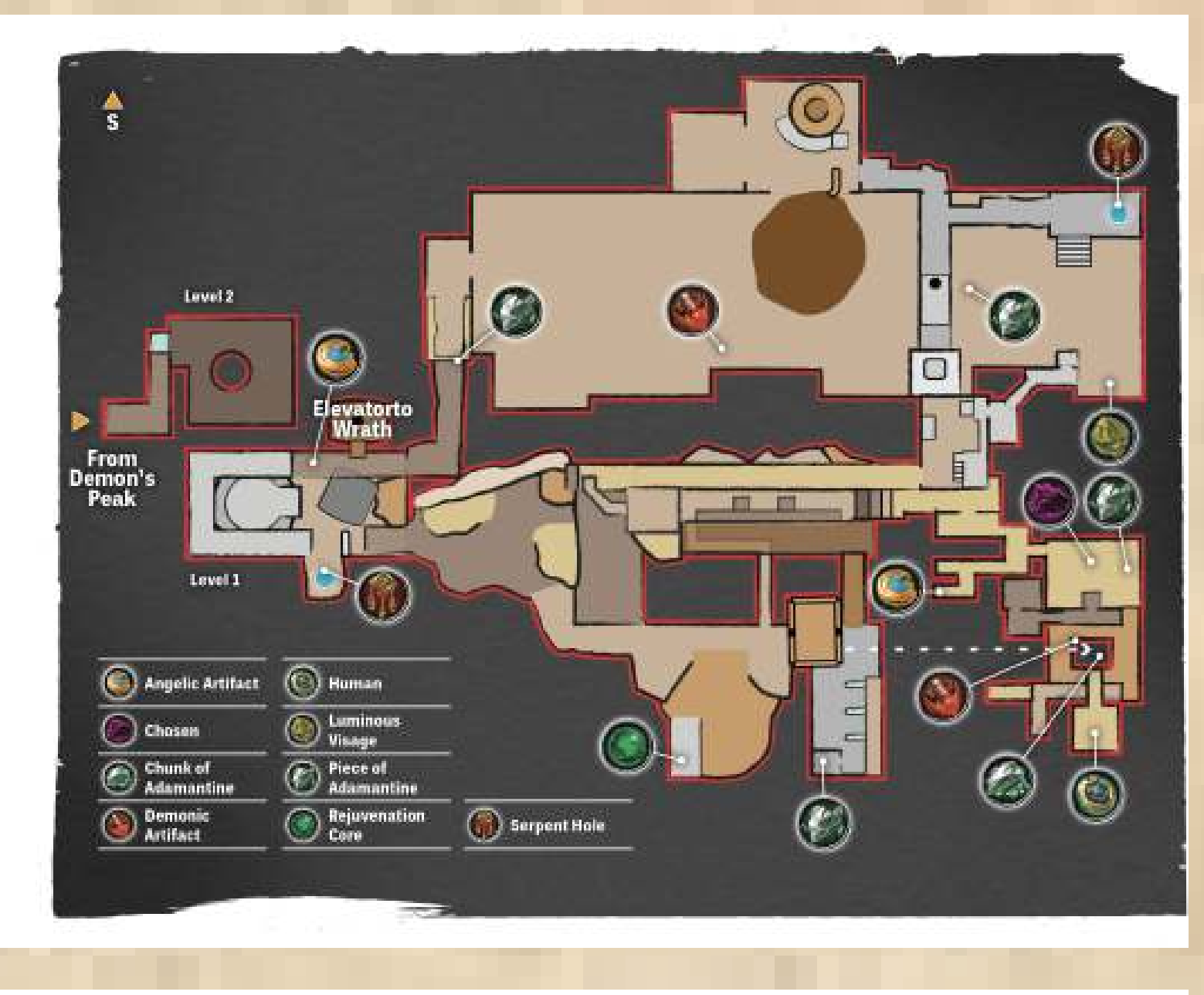
Ascend the Stasis shaft to reach the room above the massive drill at the Drilling Annex. Hit the lever with Salvation or a leaping swing of the Mallet of Scorn to raise the gears, disabling the drill below. Leap through the hole in the floor.



Disengage the gears in the upper room to stop the drill below.

➤ A STEP UP THE DRILL

The maintenance panel that falls open on the drill provides Fury with a step back up to the upper level of the Drilling Annex room. Visit the Serpent Hole and leap back up to continue.



RIDE THE CONVEYOR BELTS

The elevator on the south side of the room is still locked off, and the only way to reach it is through the Refinery. Swing across the upper level to the west and head back outside.

The doorway on the building straight ahead is locked from the other side, so you'll need to find another way in. Fortunately, there's a tunnel Fury can crawl through on the north side of the building. Loop around to the right, kill the Demons lurking about the edge of the canyon, and collect the final **Rejuvenation Core** from the wooden platform.

Crouch down, crawl through the opening in the wall, and continue beneath the conveyor belt as the path leads deeper into the mining operation. Grab the Strength Shard straight ahead and put it to use against the Phantom Guard Captain and the Phantom Guards he summons into battle. Eliminate the rest of the enemies in the area and approach the conveyor belts.

Use Stasis and Salvation to freeze both the conveyor belt to the left and the one angling down from the north. Ascend the slanted conveyor to the area with multiple slabs of Stasis-imbued stones. Grab the Piece of Adamantine in the corner room and leap to the gated room below. Unlock the gate for a quick route back to the Drilling Annex Serpent Hole.

Now it's time for another mine cart ride. Flame Jump onto a blue-glowing stone slab, then use the walkway to get even closer. Not every bucket is in its open, horizontal position, so be patient. Leap onto the mining platform and ride it west. It will tilt vertically, depositing Fury onto the ground below.

Dodge the spears thrown from the Demons on the left and ride the cart to the end—don't try to leap onto their platform.

Wall jump up the Stasis shaft on the south side of the walkway and eliminate the Phantom Guard Ballisters on the walkway. The first room on the right leads to a Chosen—and the controls for an important gate—but collect the **Angelic Artifact** from the second room first.

Chosen: The Grock

The Grock is the largest Phantom Fury will encounter and certainly the one with the mightiest spiked club. The Grock is a hulking creature, capable of ripping boulders from the ground and slamming them down atop Fury's head or throwing them across the arena. And though his windup is quite extensive, making these attacks easy to see coming, he is deceptively fast.

Despite the Grock's stone-throwing abilities, he'll primarily attack with his massive spiked club, shifting between overhead two-handed swings and horizontal swipes, seemingly at random. These attacks can be quite difficult to dodge, especially if Fury is up close against him, so it's best to have the Obscuris enhancement equipped.

Perform a forward dodge and Arcane Counter when the Grock throws a boulder.

Keep the Grock chilled for an easier path to victory.

Stasis Shield is quite effective against the Grock, as it grants Fury the ability to essentially stand tall against him, ignore his attacks, and keep swinging. Switching to the Force Hollow for Arcane Counters and the occasional Cataclysm is also quite effective. Ultimately, however, this attack will come down to your ability to time your dodges effectively, slow the Grock's attacks with the Edge of Scorn's chilling effects, and attack with abandon.

The Grock rests briefly once reduced to half of his Health. Take this opportunity to top off your Havoc Meter and Wrath Meter or to consume a Strength, Frenzy, or Fortification Shard if needed. The fight intensifies the longer it goes, with the Grock mixing in some quick-step charging attacks. Maintain a half-full Health Meter at all times and conserve one final usage of Stasis Shield or Havoc Form for late in the fight.

Strike the lever to the east of the Grock's arena. This activates the conveyor belt beneath Fury's position, sending a steady stream of Stasis-imbued stone slabs eastward to a grinding pit. It also opens the gates on either side of the room. Head down the hall to the left to get the **Angelic Artifact**, then Storm Glide off the ledges to the right to return to the area you first entered.

To continue, Fury must climb atop one of the stone slabs, ride it to the end of the conveyor belt, and leap for the upper platform above the grinder. There is no way below the grinders in this pit, so don't worry about any collectibles. Stand on the wooden platform and wait for two stone slabs to approach in close proximity to one another. Use Stasis to freeze the belt and then wall jump up to the top of one of the slabs. Jump for the platform as the stone block falls into the pit.

Get atop the stone slab and double-jump for the upper platform.

Crawl through the vent to reach a small room with another purple lever. Strike the lever to open the gates. The one on the left leads straight back to the Drilling Annex Serpent Hole (the closed gate you saw earlier), and the one on the right leads to the Refinery.

QUIET THE STORM

Head west past the Scarab to the room with the scaffolding and stairs. Grab the Large Lurcher Cache from atop the tank on the left and exit via the opening in the corner opposite where you entered. Activate the Force Hollow and approach the balcony looking out over the pit where the Tempest is raging. Ignore the Incandescent Remains you see to the left (and below you to the right), as there will be plenty of time to get them later. First, leap down and dash for the subway platform to the right.

There's plenty of time to collect the items once the storm is dealt with.

Use the Force Hollow and run north along the tunnel beneath the grates to the purple stone block in the distance. Strike the block with the Mallet of Scorn to drive it into the trench, then run across to get the wind to pick it up and follow Fury. In order to get the block to hold down the switch and open the gate, you'll need to have the wind carry it back across to the north end of the trench. This will allow Fury to drive it onto the switch in a single swing. With the block positioned atop the switch, stay to the north end of the corridor until the storm is overhead, then sprint south past the block and out the gate before the block is picked up.

You'll have to time your run well in order to get out of the gate before the storm picks up the block.

Open the gate to access the oil pump area and strike the lever behind the wooden boards to the west. This activates the pump, causing oil to flood the area near the storm. Activate Flame Hollow and perform a Chimera's Growl or throw a Flame-imbued Salvation attack at the oil to ignite it. Doing so sets the Tempest aflame, thereby destroying it.

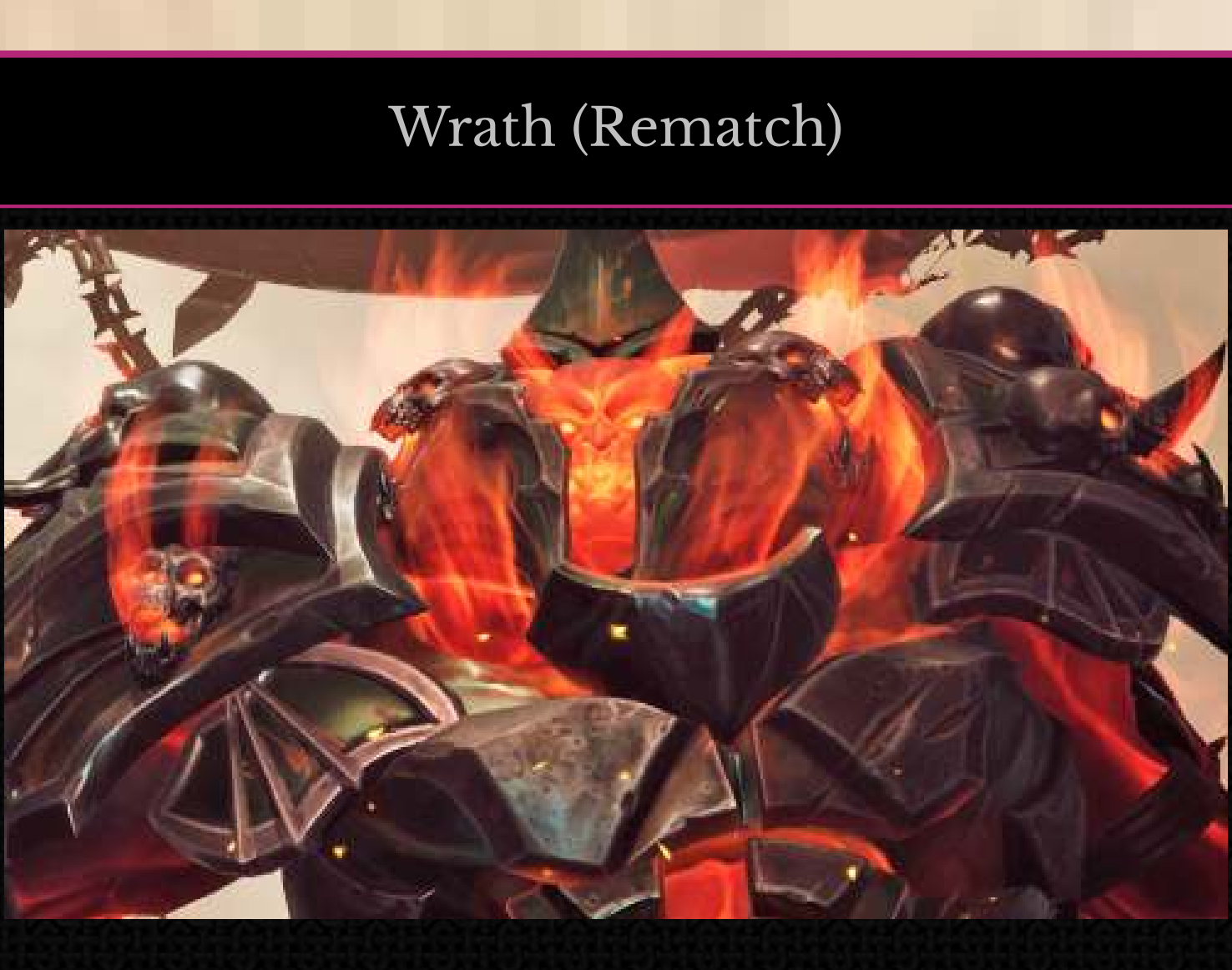
Fill the clearing with oil and then set it on fire to destroy the Tempest.

Take a moment to collect the **Luminous Visage**, Piece of Adamantine, and **Demonic Artifact** from the clearing. It's also worth killing any Lurcher Demons you spot, as they may contain a wealth of Souls.

AN ELEVATOR RIDE TO WRATH

Head east from the oil slick and open the gate to return to the Drilling Annex. Visit the Serpent Hole on the lower level to buy some Attribute Points and to pay a visit to Ulthane. When ready to face Wrath, leap up the drilling apparatus and ride the elevator to Wrath. It's time for a rematch!

Wrath (Rematch)



Running Slash: Wrath doesn't hesitate to rush Fury's position and swing his axe with a massive backhand swipe. Dodge to the left as soon as he gets close to be in position to attack his flank.

Gauntlet Swipe: Wrath's right hand may not carry a sword or axe, but the heavy armored gauntlet has deadly prongs on the end, which he'll occasionally swing at Fury. Dodge forward to close on his position and Arcane Counter.

Kick: Despite his size advantage, Wrath isn't above kicking Fury aside if she proves too meddlesome. This attack knocks Fury backward and inflicts minor damage.

Left Slash: Beware when Wrath rises up on his right foot, as it means he's about to attack with a mighty, fiery left-hand slash. Dodge as soon as his left hand begins coming forward.

Ground Pound: It's easy to tell when Wrath is about to pound the ground, as he'll rear back with his right hand and quiver momentarily, as if straining from the energy he's packing into the attack. The shockwave spreads out instantly, making it important to begin your double-jump before the punch comes forward. He often strikes the ground three times. Worst of all, he uses this attack to kill the other combatants in the arena, absorbing their Lurchers and regaining Health.

Flying Swords: Wrath throws his split swords in an arc, causing them to fly around him in protective circles. The key to avoiding being hit is to slip inside the circular path of the swords as they're being thrown. Wrath is virtually defenseless while the swords fly in circles.

Overhead Sword Slam: He'll mount his final stand with a powerful overhead sword slam that extends in front of him and shakes the ground with each swing. Dodge to the side and attack quickly while the sword is stuck in the ground.

The first half of this battle is akin to a race. Wrath has gained a handful of new attacks, but Fury has grown tremendously since their first encounter. Not only has she gained Hollows, but her physical and Arcane attacks inflict far more damage and her total Health is far greater than it was early on.

Unfortunately, Wrath has a trick up his sleeve to make sure the fight isn't lost too quickly. Once reduced to half his health, Wrath turns to killing the Demons and Angels fighting along the perimeter of the arena, absorbing their Lurchers to replenish his Health Meter. Though Fury can't stop him from using his ground pound attack to kill them with a far-reaching shockwave, she can interrupt his efforts to kill them with his weapon.

Use the Stasis Hollow to slow Wrath's movement, and aim to get in front of him, so as to keep him from the Angels and Demons. Use Havoc Form or a Cataclysm or Triple Tempests attack to eliminate the fodder before he gets to, thereby cutting off his supply of Health. Consume a Frenzy Shard so Fury can swing the Edge of Scorn or Mallet of Scorn faster.

Just when you think the fight might be won, Wrath clears the arena of Angels and Demons and regains all of his Health. Fortunately, that's it for tricks. Now it's time to fight to the death!

Rather than use the two-sword attacks he utilized in your encounter at the Nether, he'll fling the two swords in an arc, causing them to fly around him in a protective circle. It's tempting to back away as he prepares this attack, but doing so leaves Fury on the outside looking in, with no way to escape. Wrath will continue to march forward, knowing his orbiting swords will eventually hit their mark.

Instead, it's better to dash forward to close the position on him as soon as he throws the twin swords. This leaves him defenseless and places Fury safely inside the orbiting swords. Hack away, triggering Stasis Shield when possible for added safety as the swords reunite in his hands. Wrath unleashes a barrage of overhand sword swings in an effort to crush Fury, but these attacks can be readily dodged and leave Wrath vulnerable to flanking attacks. Use the skills you've acquired in playing this far to finish him off once and for all.

She's been waiting in Aries for Fury to finish hunting the other six Deadly Sins. Too proud to be anything but the final target, Pride is ready to welcome Fury into her throne room in Aries, just a short portal away. Fury has come far, mentally as well as physically, but her journey isn't over. The toughest battle lies ahead, and only a Horseman truly ready to face it should seek it.

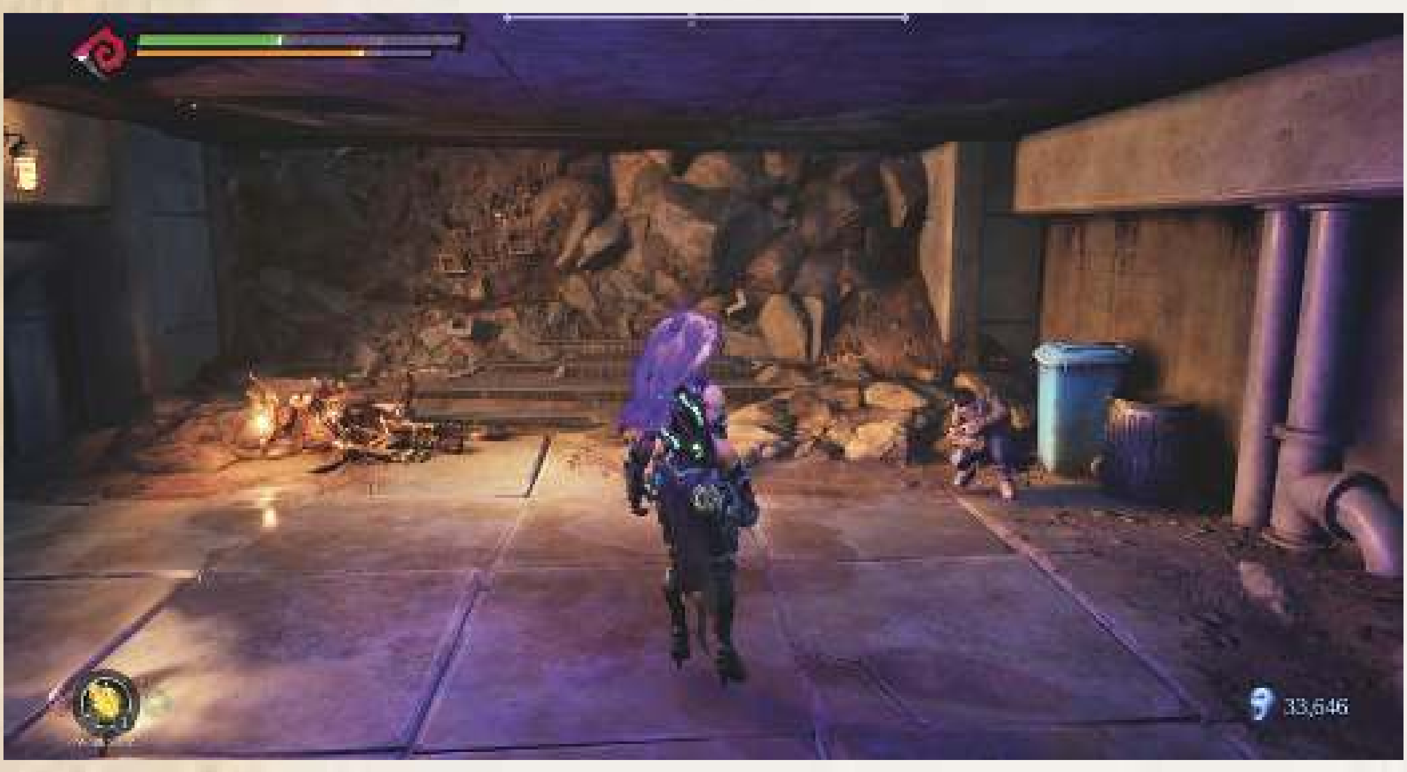
Fury's Path

Finish exploring the world (optional).

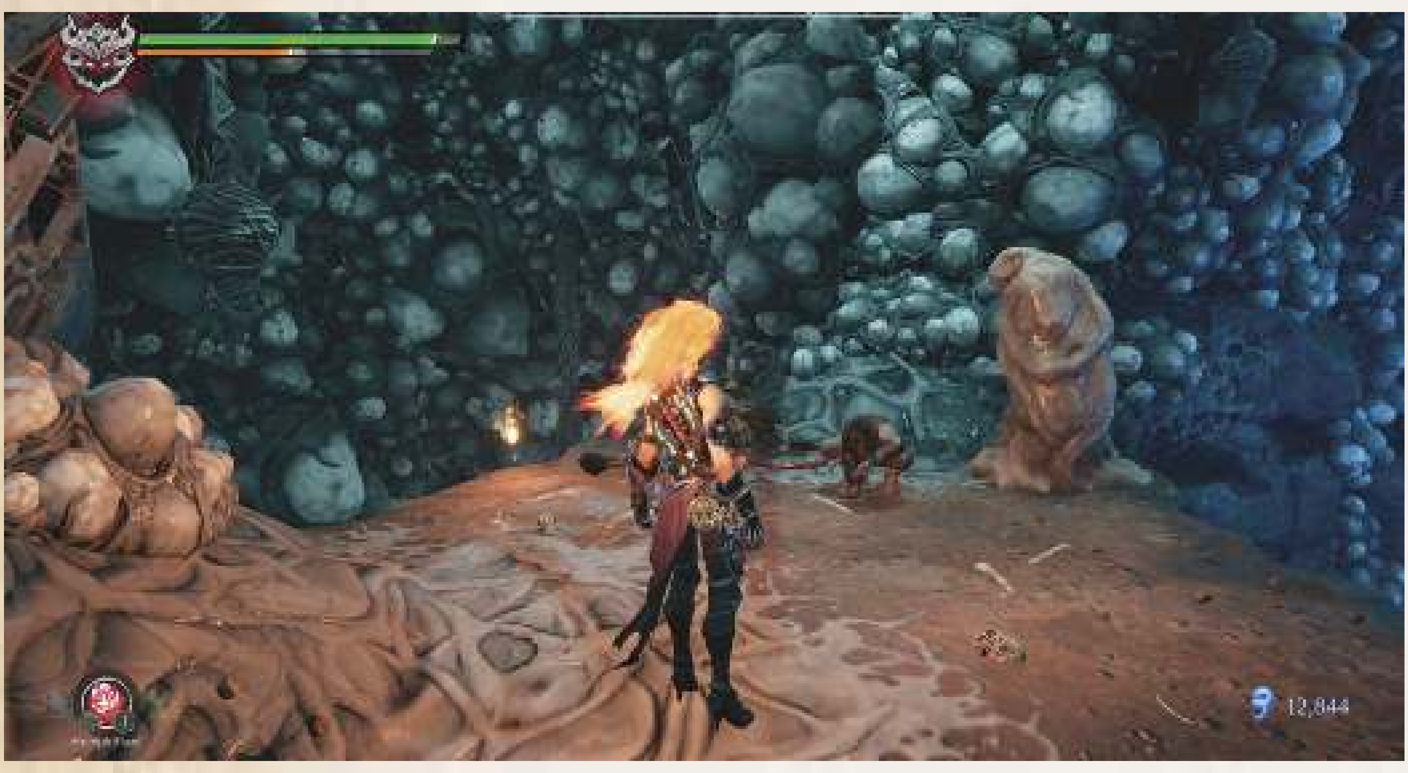
Meet with Pride at Aries.

Enter the reflecting pool at Maker's Forge.

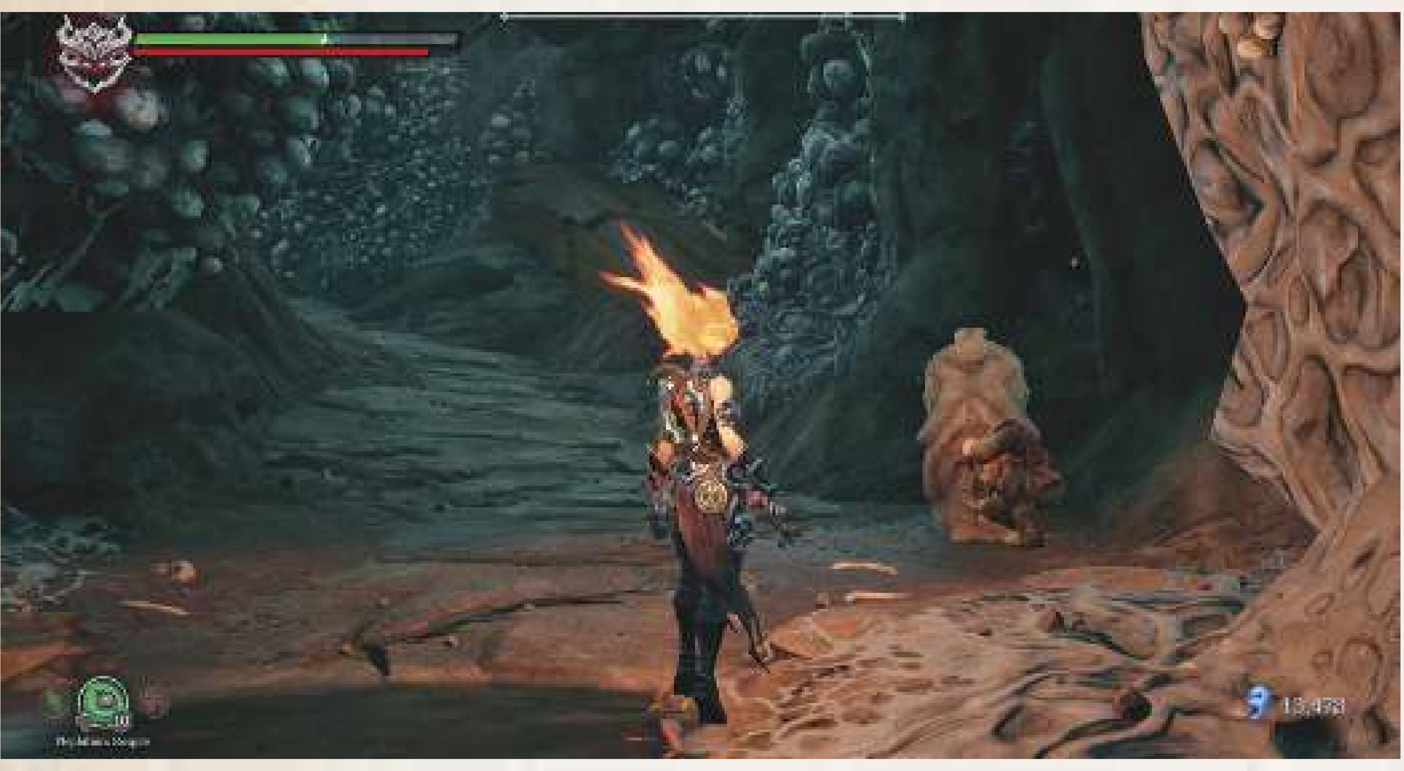
Save the Humans



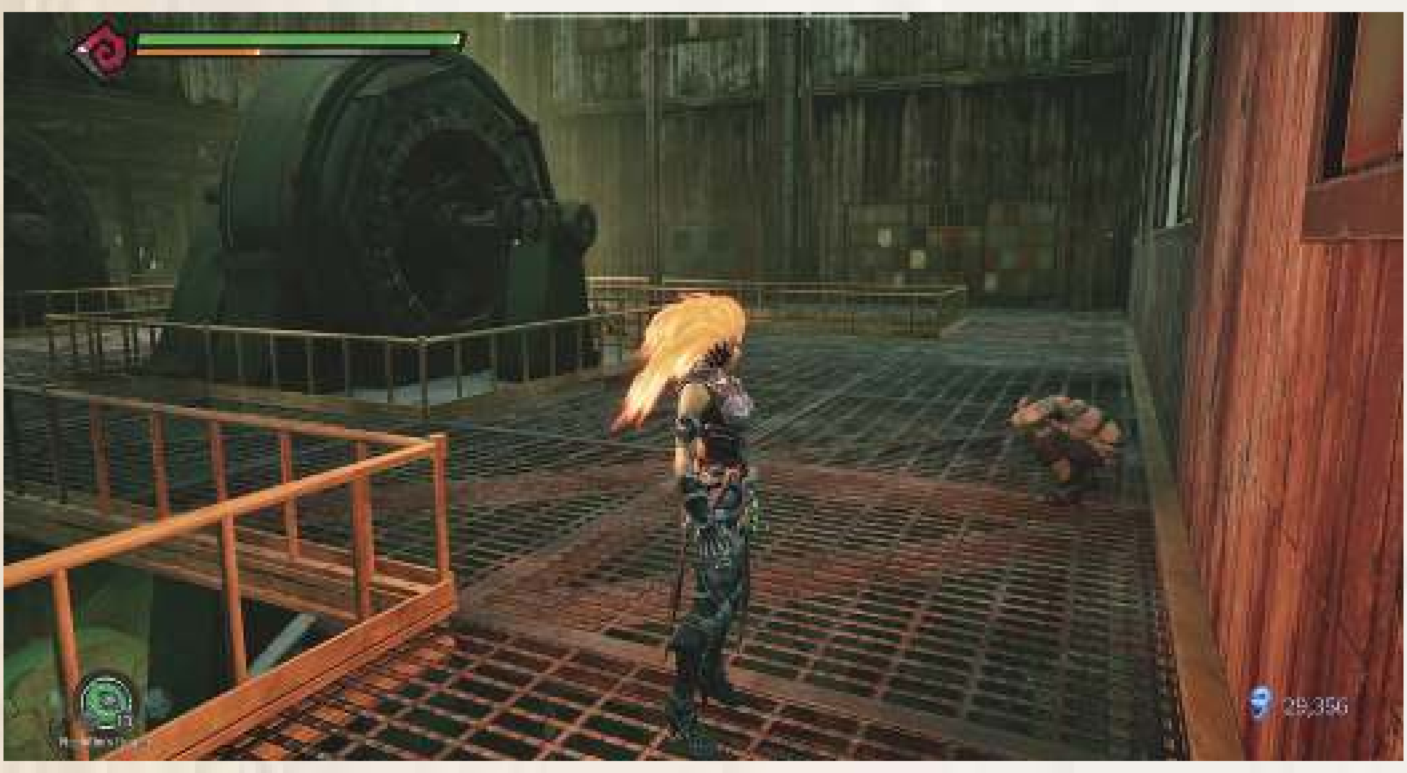
17. Use the Stasis and Force Hollows to reach the uppermost level at the south end of the Sunken Tracks and break through the rocks to free this Human.



18. Break through the purple rocks in the subway station at Tangled Grotto to enter the upper part of the hive. Keep right, loop around past the water, and Flame Jump up find this Human.



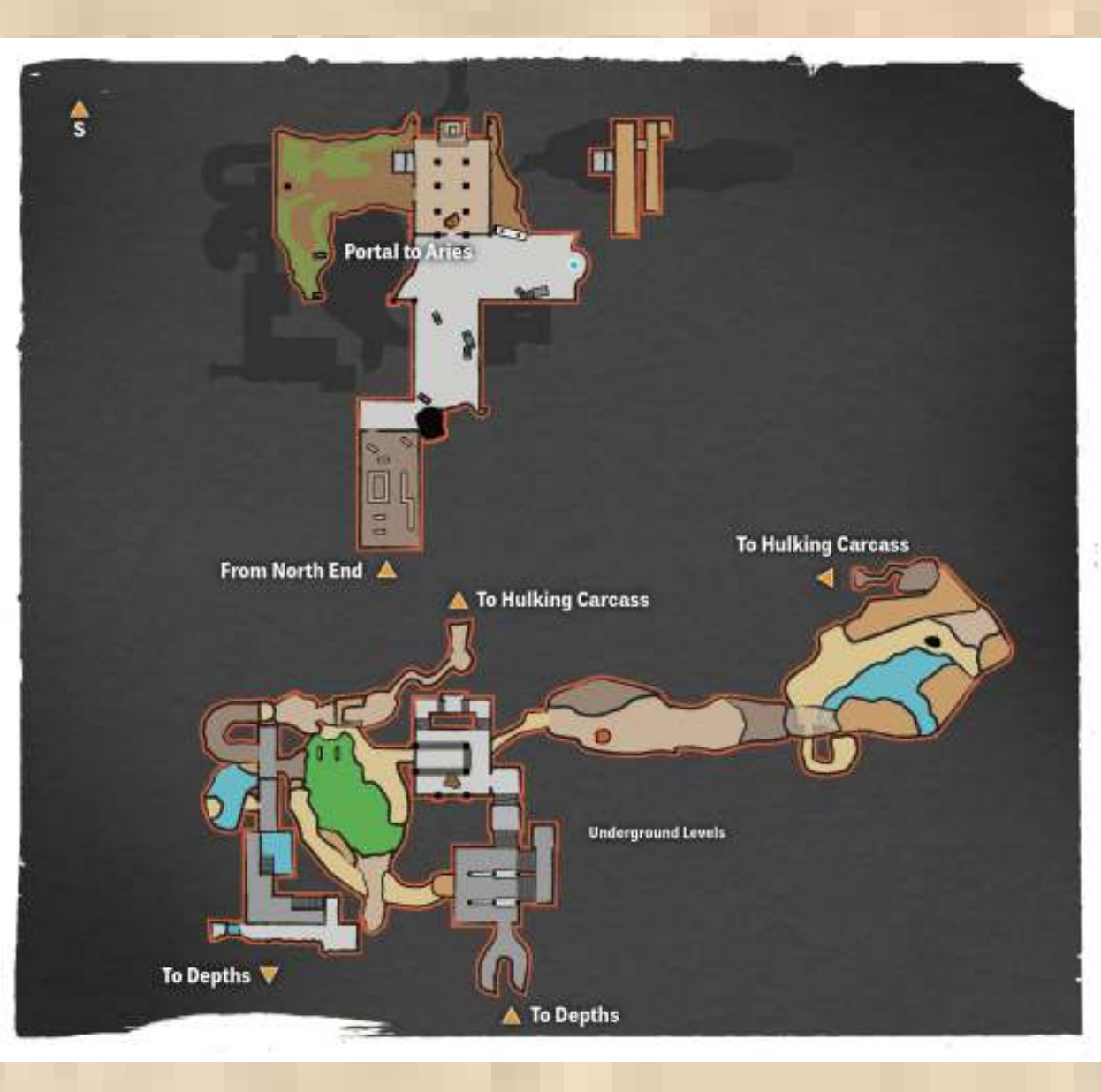
19. This Human isn't far from the prior one in Tangled Grotto. Make your way around the hive to the first sign of water and then head uphill to the left.



20. Use the Mansk to reach the roof of the warehouse in the northeast corner of the Cargo Hold area.

DARKSIDERS III

Haven: South End

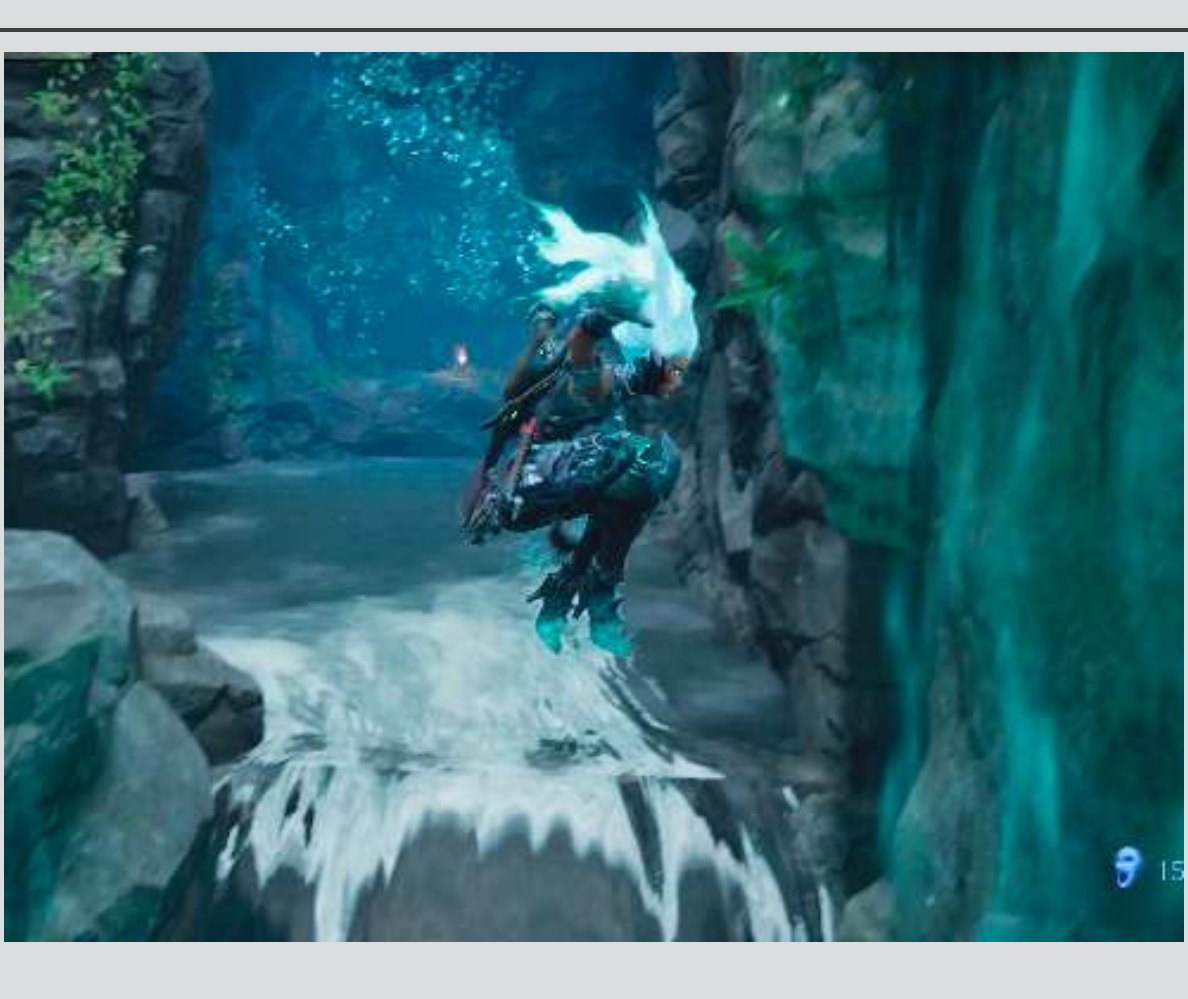


FINAL PREPARATIONS

Fury will have additional opportunities to search for any outstanding Humans or artifacts after her battle with Pride, but we recommend doing so now. Not only will this allow for additional upgrades prior to fighting Pride, but it will allow you to enjoy the endgame sequence naturally. There's no right or wrong order for revisiting earlier locations, but if you've been following along closely—or looking ahead to the maps in the *Atlas*—then you're likely aware of areas on the Tangled Grotto and Cargo Hold maps that we haven't yet covered.

There are also smaller areas that can be explored in greater depth thanks to now having the full assortment of Hollows. We outline a few here, focusing on those containing the rarest items or Humans, but we recommend you flip ahead to the *Atlas*. Begin with Haven: West End and work your way methodically through the world, map by map, until you've found everything you're missing. Again, there's no need to do any of this—and there is time to do it later, even after the credits roll—but doing so now leaves Fury in the best position to take on Pride.

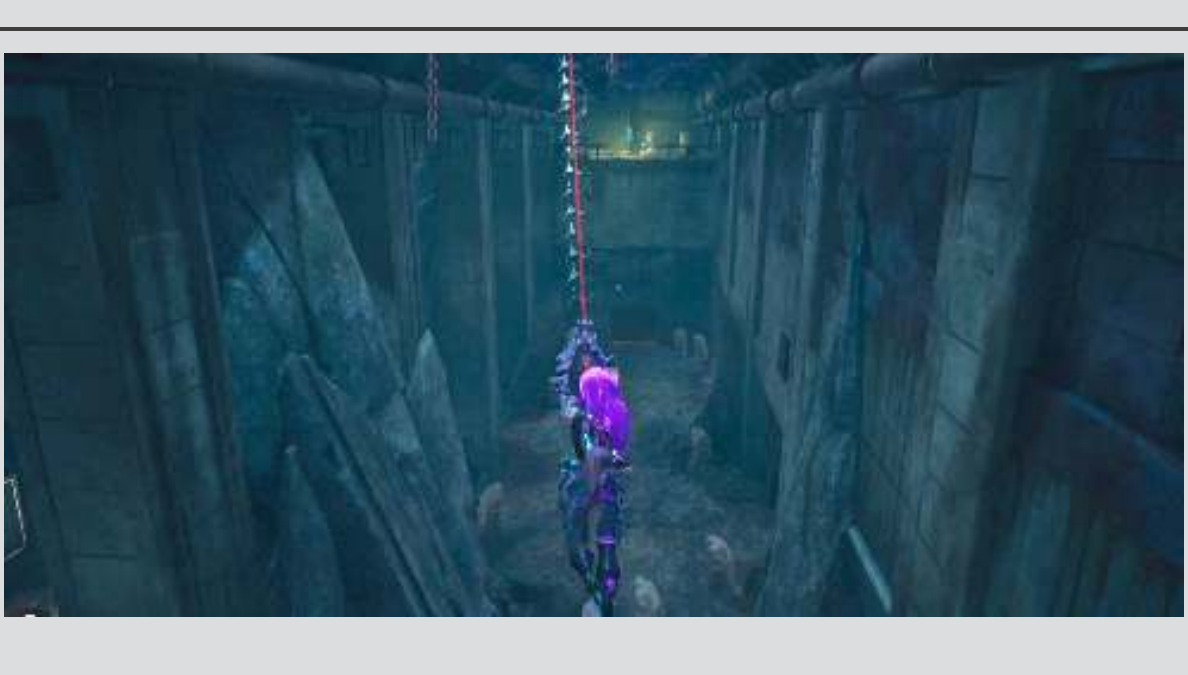
ADVANCED EXPLORATION: FORGOTTEN LAKE



Hollows Required: Stasis, Force, Flame

Activate Stasis form and run across the surface of the lake to the south end of the cave. Locate the purple rocks high on the wall. Quickly toggle to the Force Hollow and blast the rocks with Salvation. Refreeze the water with Stasis, then Flame Jump up to find an **Angelic Artifact**. Also, while at Forgotten Lake, use the Stasis Hollow to climb the waterfalls in the northwest corner to find a **Demonic Artifact** and **Piece of Adamantine** at the Eroded Pipeline.

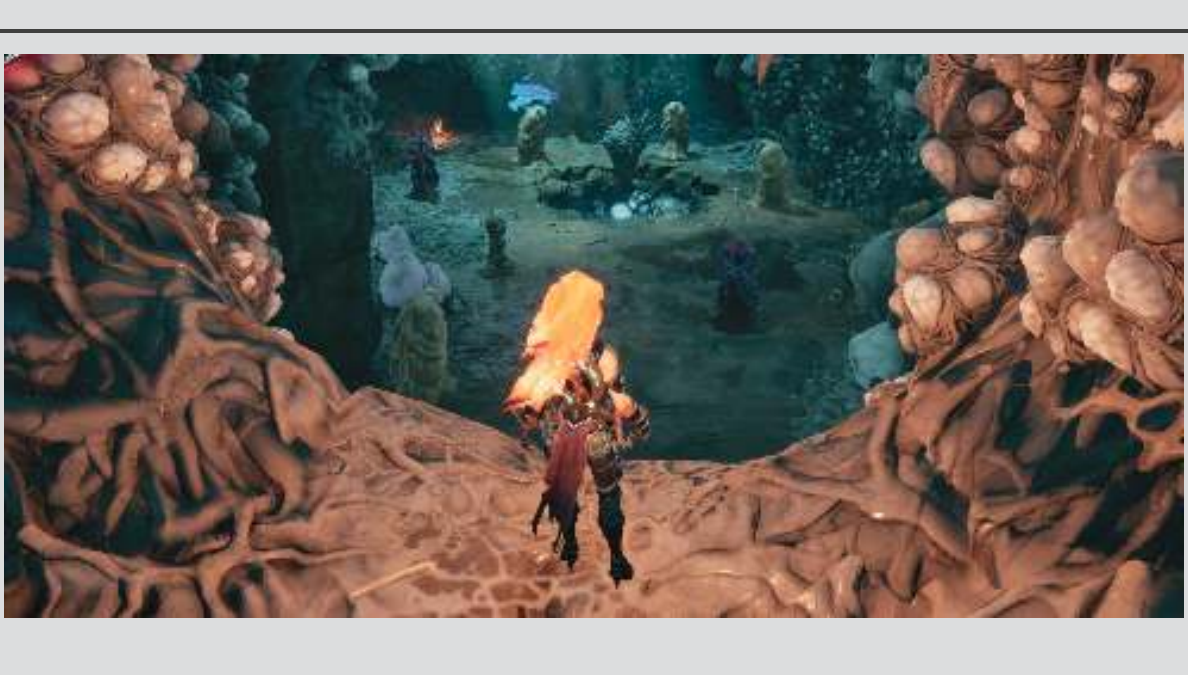
ADVANCED EXPLORATION: SUNKEN TRACKS



Hollows Required: Stasis, Force

There's an area atop the south end of the Sunken Tracks station, but the only way to reach it is by first climbing the Stasis shaft to the north. Once on top, grab the Incandescent Remains in the corner and smash through the crates to expose some ductwork. Crawl through to the cave and drop down to get a **Demonic Artifact** beside the gate controls. Climb back up the Stasis shaft, activate Force form, and whip swing into a Force Ball to roll across the ceiling to the south. Smash through the rocks to free a **Human** and gain another **Luminous Visage**.

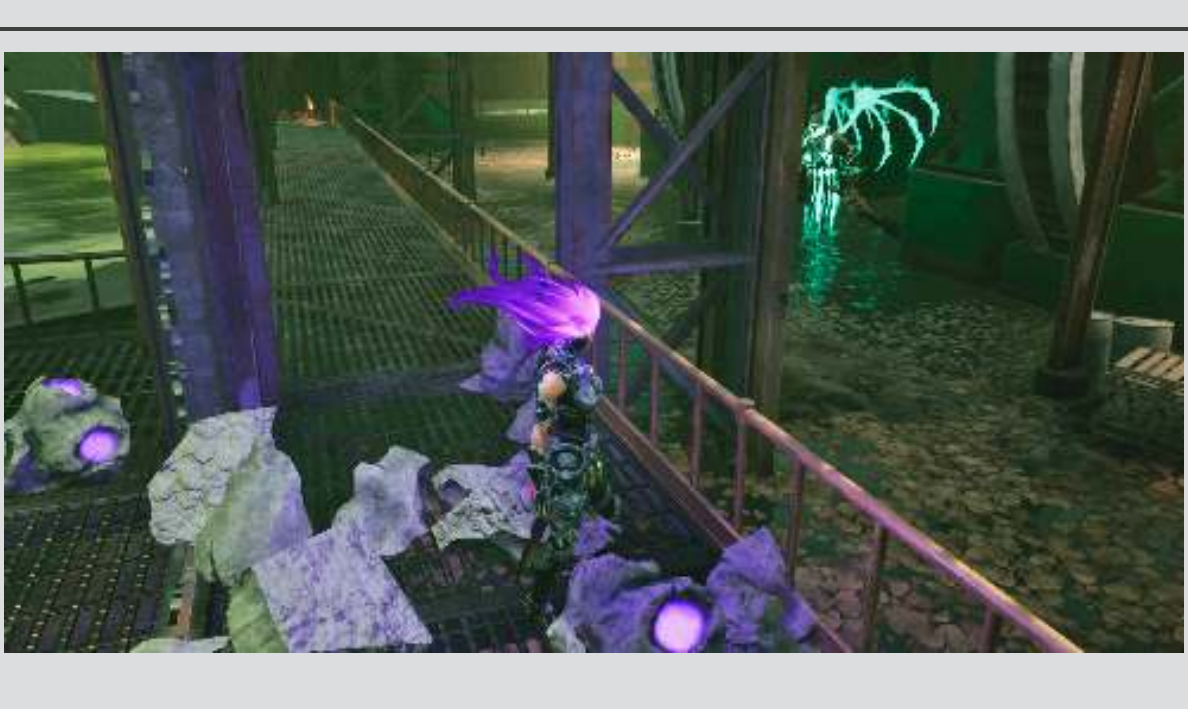
ADVANCED EXPLORATION: TANGLED GROTTO



Hollows Required: Force

Head up the stairs at the west end of the Tangled Grotto subway station and smash through the rocks with the Mallet of Scorn. This leads into a vast network of tunnels and passages containing a multitude of items. Grab the **Demonic Artifact** on the right and Flame Jump up to the next level. Go through the tunnel and head left at the fork. Duck into the tunnel beside the Incandescent Remains to find an **Angelic Artifact**. Continue through the hive, exploring each branching path to find several more artifacts and two Human**s**.

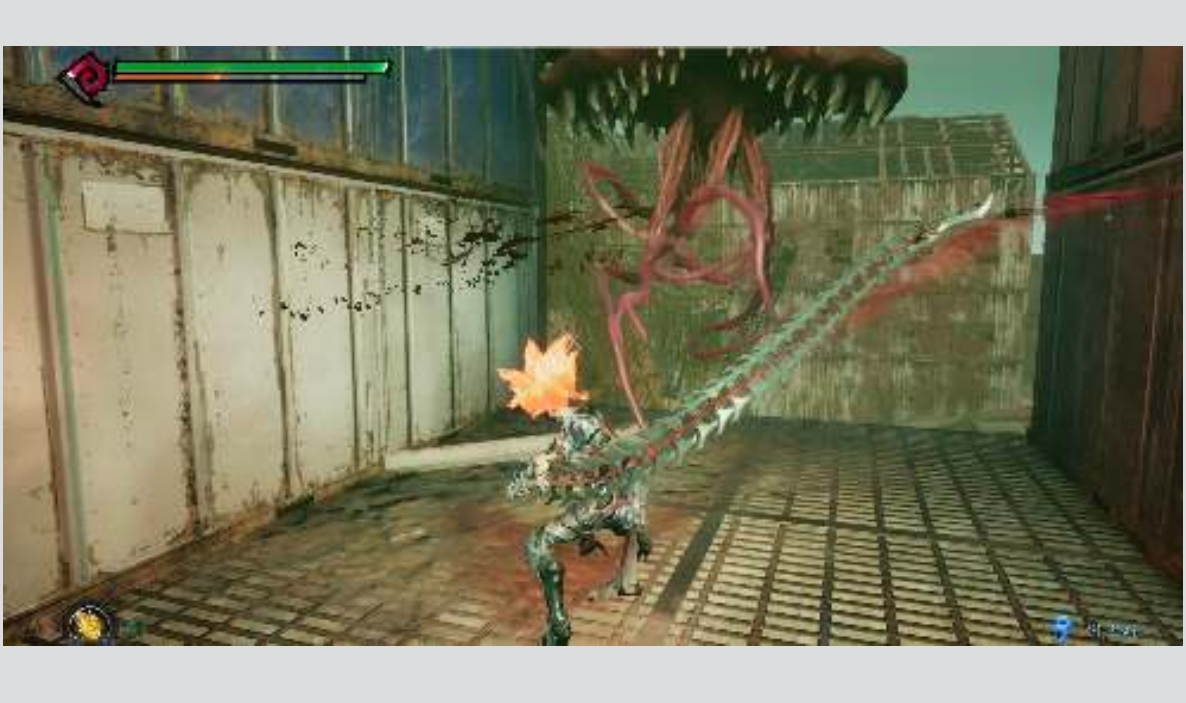
ADVANCED EXPLORATION: CARGO HOLD



Hollows Required: Force, Storm

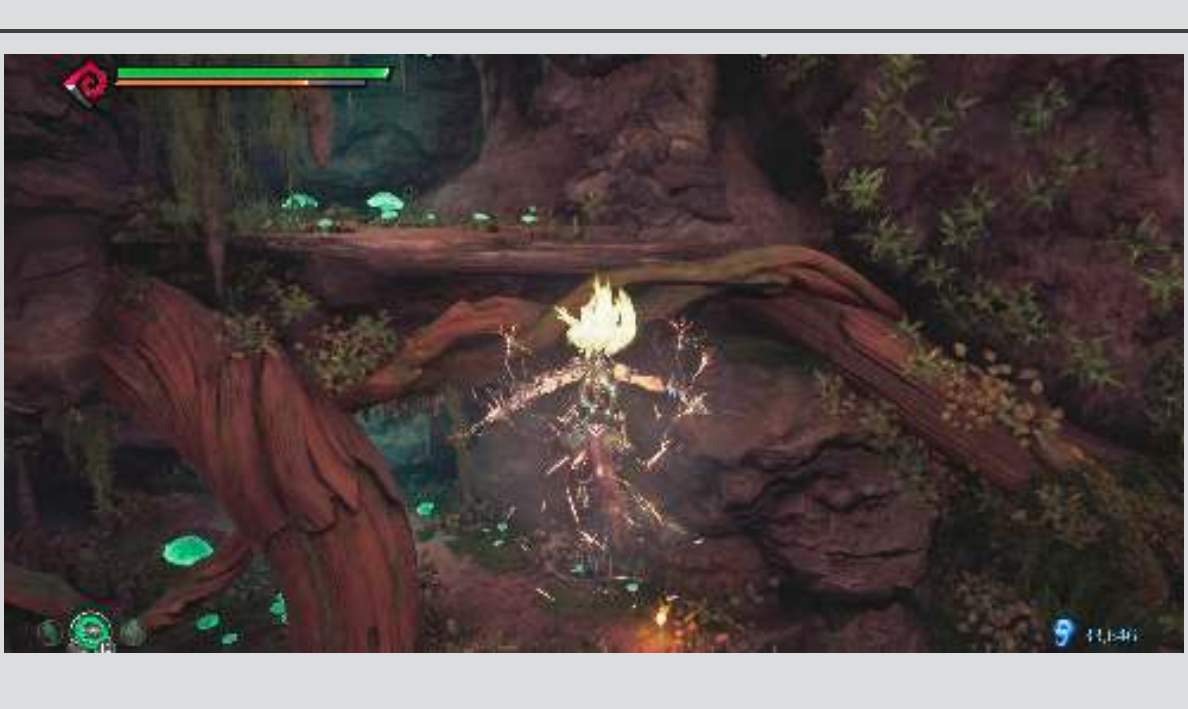
Return to the Cargo Hold Serpent Hole and exit the ship as you did after defeating Lust. Cut through the warehouse to the north and step out onto the containers near the toxic pool. Storm Glide to the warehouse to the east, grab the **Demonic Artifact** near the insect hives, and head north to the next warehouse. Use the Mallet of Scorn to break through the rocks, grab the **Angelic Artifact** to the left, and cut through the opening on the right to continue south.

Fight past the Undead Beast to the large purple block and knock it southward across the flooded warehouse so you can reach the upper room to the right of the Stasis shaft. You'll likely need to zigzag it into position to get around the pieces of floor and other obstacles. Knock the Mansk down onto the ground below—you'll need it to reach the roof! First, use the Stasis Hollow to wall jump up to the southern room. Grab the **Angelic Artifact** and Force Ball down to the containers below. Leap across to the island to find a very rare **Chunk of Adamantine**.



Return to the Mansk on the ground outside and drive it northward toward the roof of the farther warehouse. Leap from the Mansk onto the roof and head inside to find a **Human** and a Piece of Adamantine.

ADVANCED EXPLORATION: WEST END



Hollows Required: Storm, Force

Make your way to the split in the tree root at West End and follow the path that curls toward the building, as if you were headed back to the beginning of the map. Spot the Incandescent Remains on the cliffs to the south and Storm Glide over to them for a Havoc Shard. Follow the path up into the derelict office building to find a **Piece of Adamantine**. Smash through the purple rocks to expose a Stasis shaft with a Fragment of Adamantine at the bottom. Return to the cliff edge overlooking the clearing and Flame Jump to the cave above to grab an **Angelic Artifact**.

If you're having trouble reaching the cliffs via Storm Glide, know that it's possible to access this area via the cave after the parking garage. Smash through the purple blocks to reach the bottom of the Stasis shaft described above.

MEET PRIDE AT ARIES

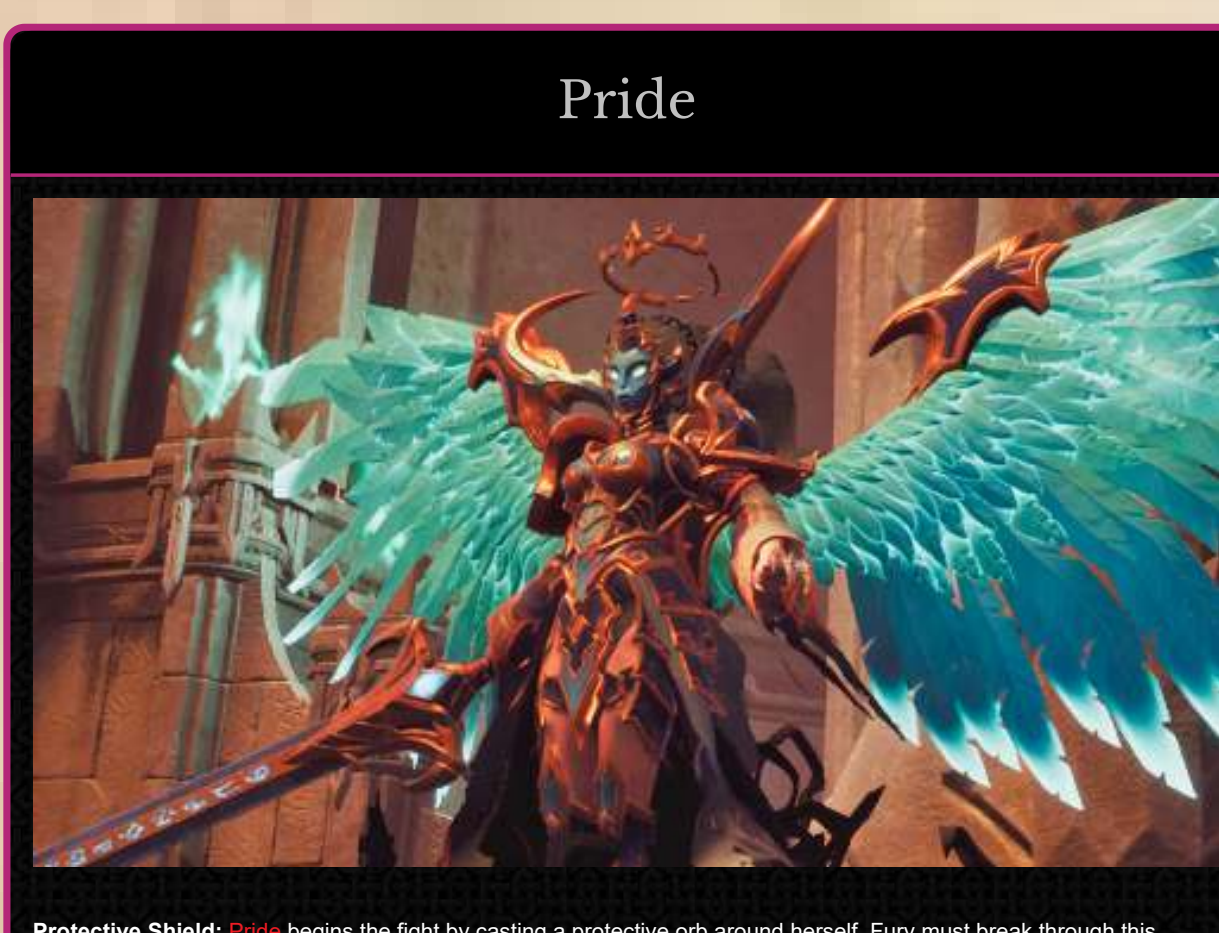
Pay a final visit to Ulthane to procure any last-minute upgrades, then return to South End. The portal outside the church is your ticket to Aries, home of Pride. Approach the portal and press the Action button to enter. She'll be expecting you.

It's time to bring an end to the Deadly Sins.

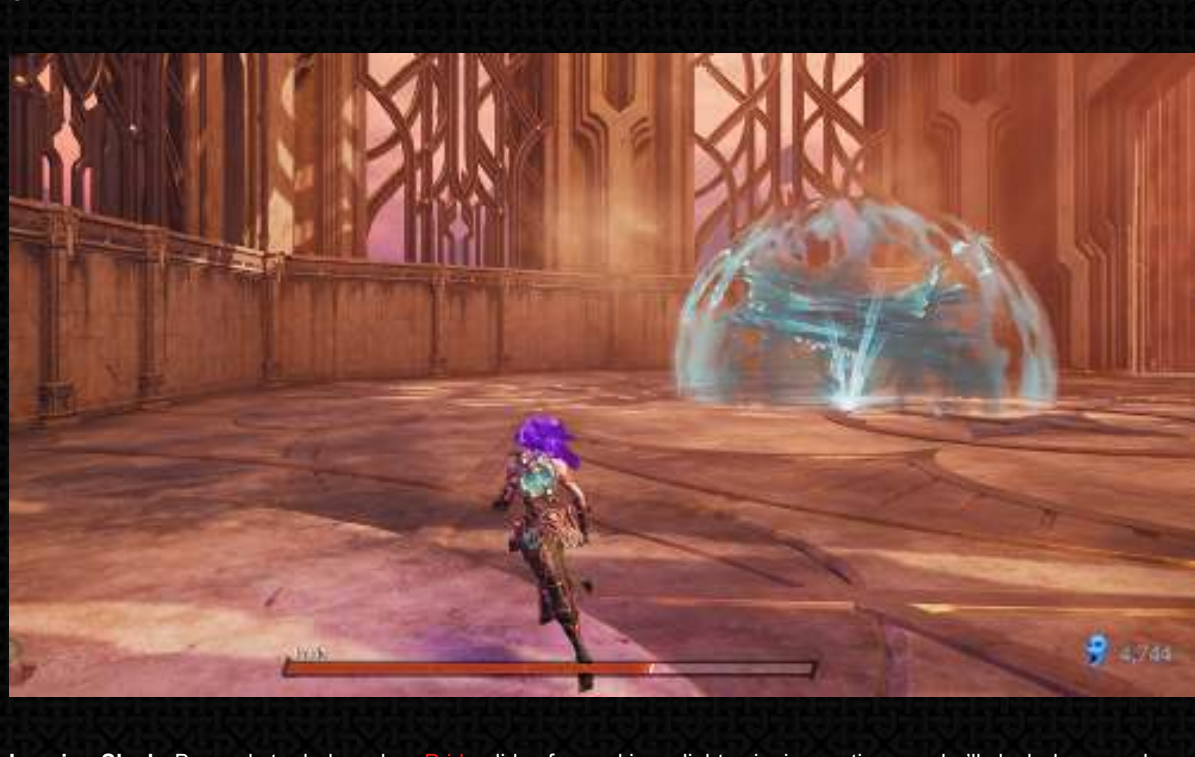
SPOILER-FREE ENDING

We're not going to mention anything story-related from this point on. Instead, the following pages contain battle tactics for the outstanding battles. We do not recommend flipping ahead until you're positively ready for the tips those pages contain. Your ending may differ, based on how you handled the encounters with Abraxis and the Lord of the Hollows. Consider choosing differently on a subsequent playthrough, perhaps on Hard or Apocalyptic difficulty.

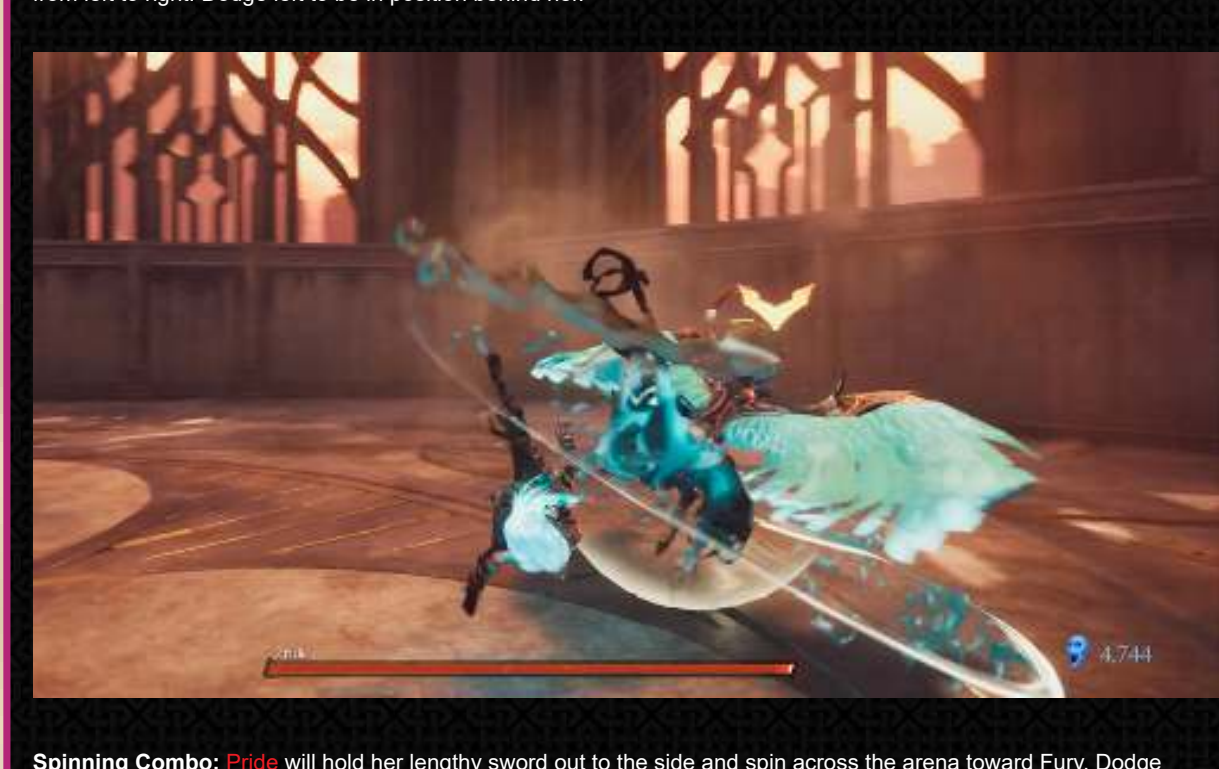
Pride



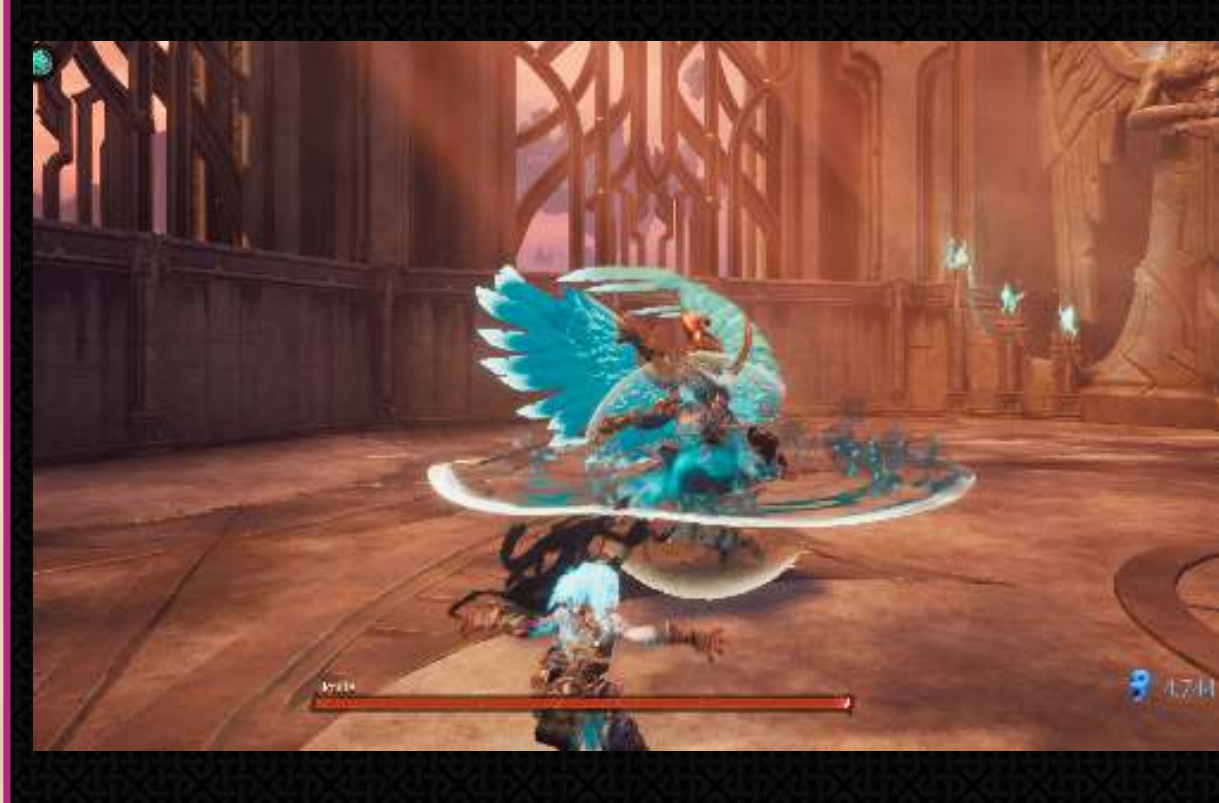
Protective Shield: Pride begins the fight by casting a protective orb around herself. Fury must break through this barrier in order to inflict any damage. The best way is with the charged Mallet of Scorn and, better still, an Arcane Counter.



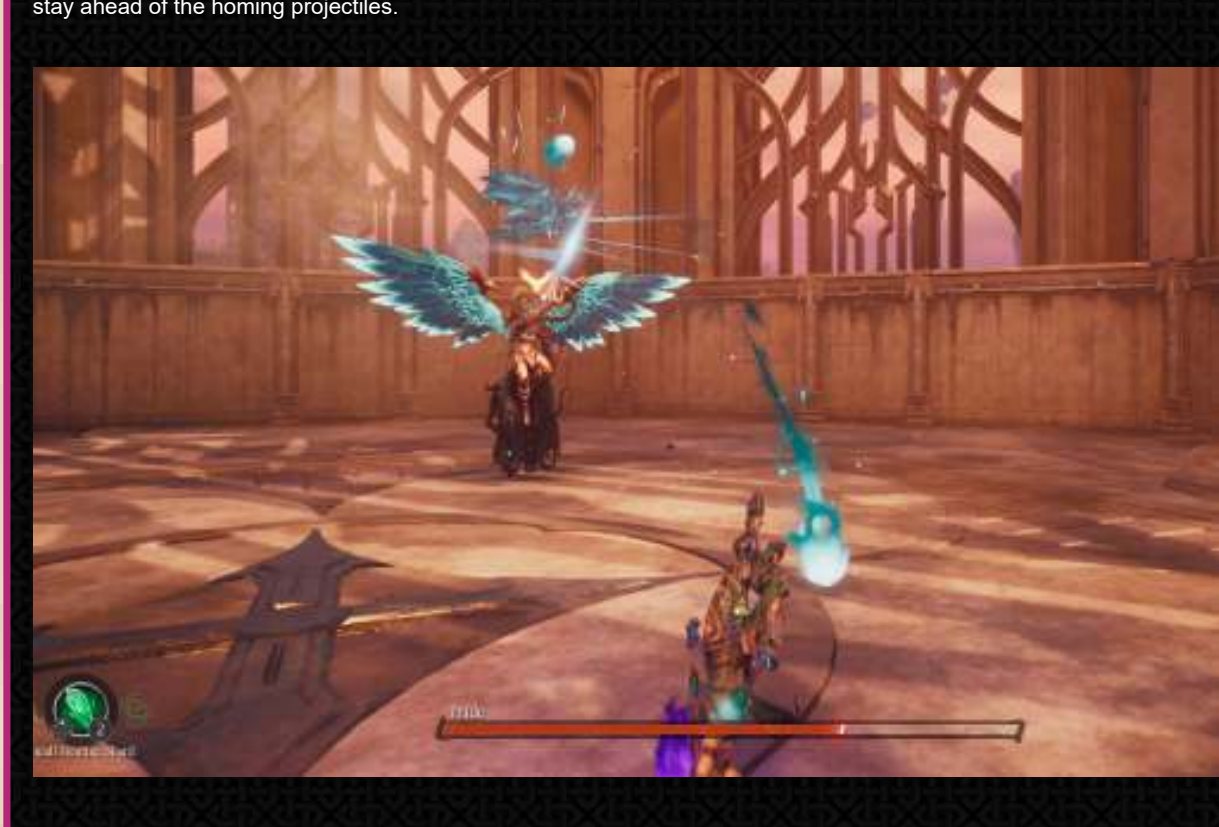
Leaping Slash: Be ready to dodge when Pride glides forward in a slight spinning motion, as she'll slash downward from left to right. Dodge left to be in position behind her.



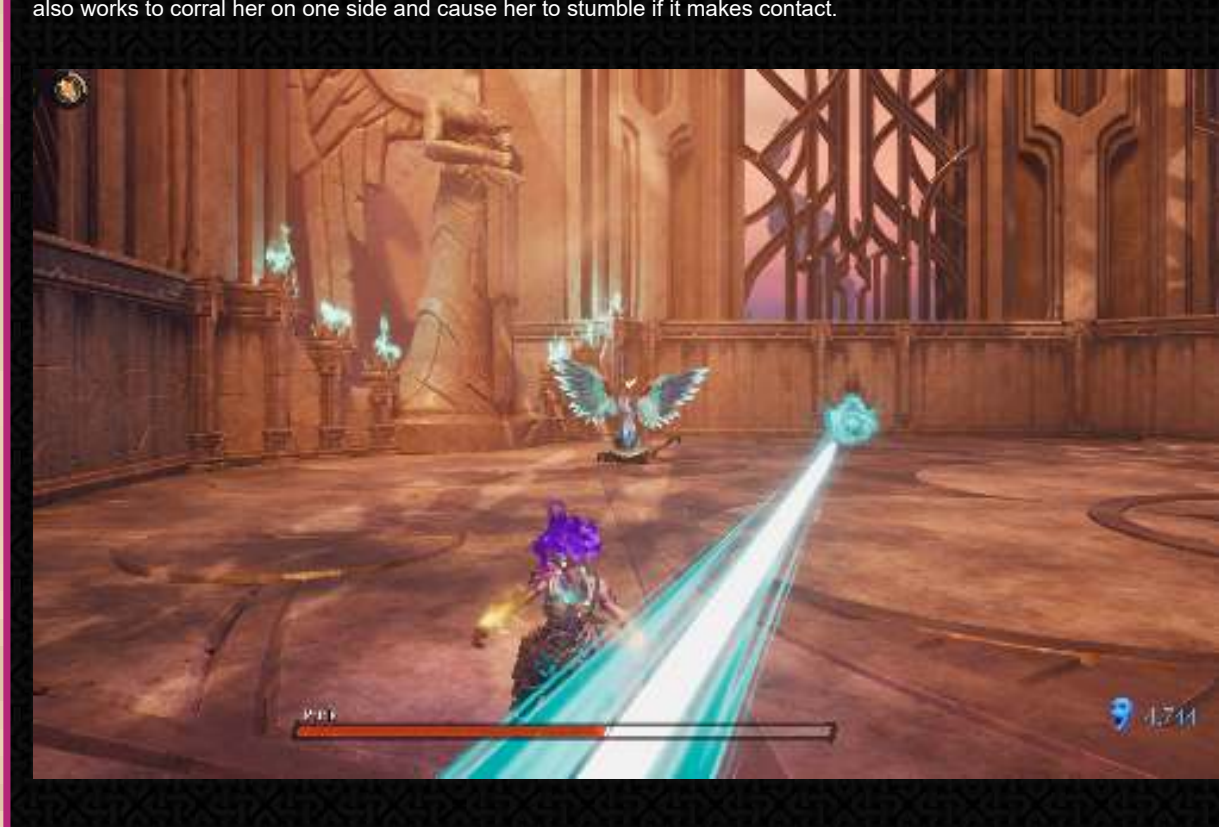
Spinning Combo: Pride will hold her lengthy sword out to the side and spin across the arena toward Fury. Dodge backward away from her to avoid her spin, then duck to the side before she finishes with an overhand strike.



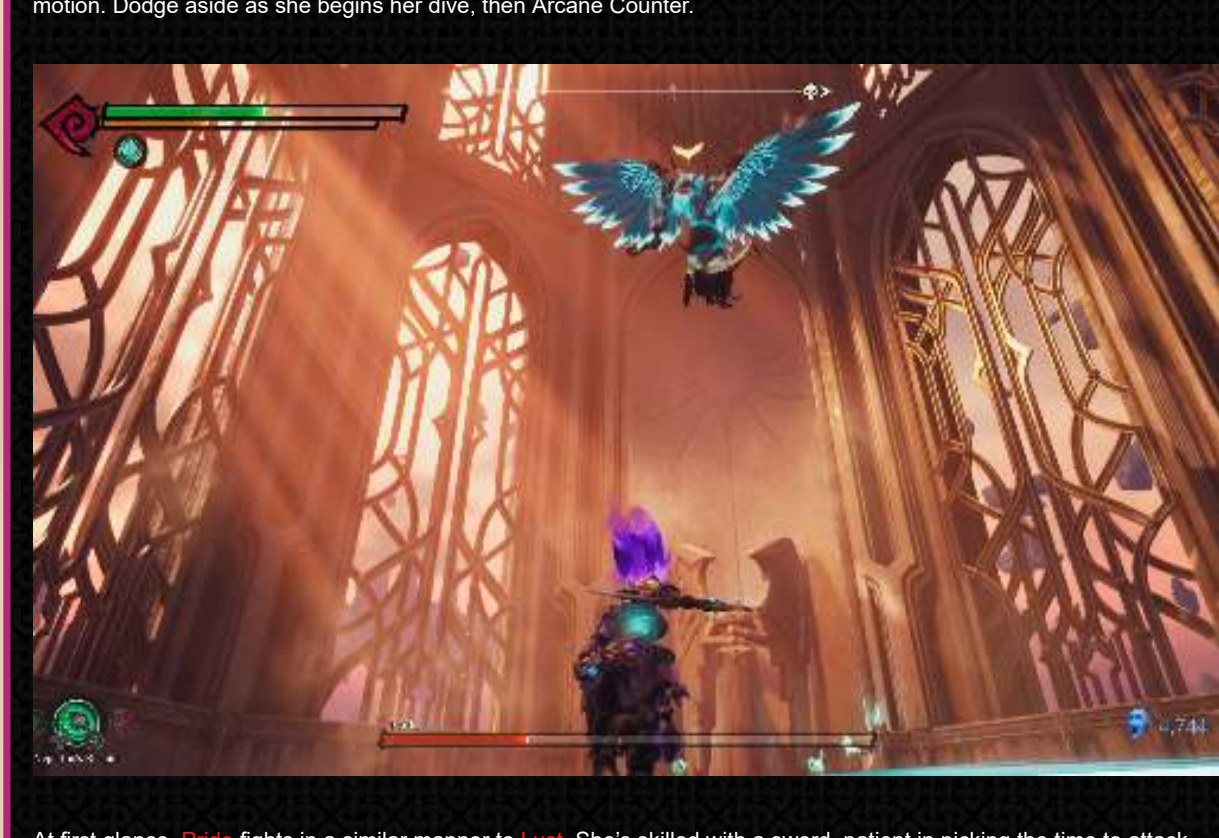
Arcane Orbs: Back away quickly if Pride's raised sword begins glowing blue, as this is your warning that a volley of Arcane projectiles is headed your way. Dodge backward away from her and continue somersaulting in a wide arc to stay ahead of the homing projectiles.



Statue Energy Beam: Once Pride has lost roughly 40 percent of her Health, she summons a statue that glides around the arena, emitting a powerful energy beam forward and backward. This beam inflicts minor damage if Fury hits it, but it also works to corral her on one side and cause her to stumble if it makes contact.

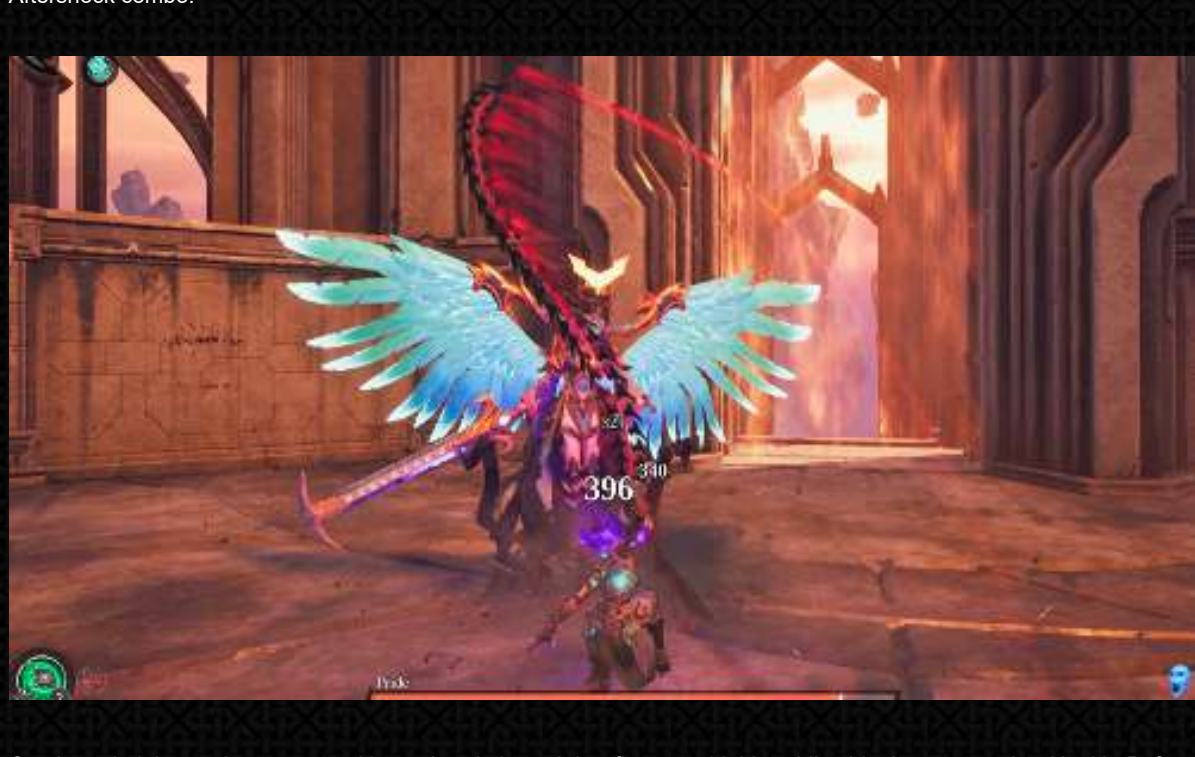


Divebomb: Late in the battle, Pride flies high into the air, points her sword at Fury, and swoops down at her in a diving motion. Dodge aside as she begins her dive, then Arcane Counter.

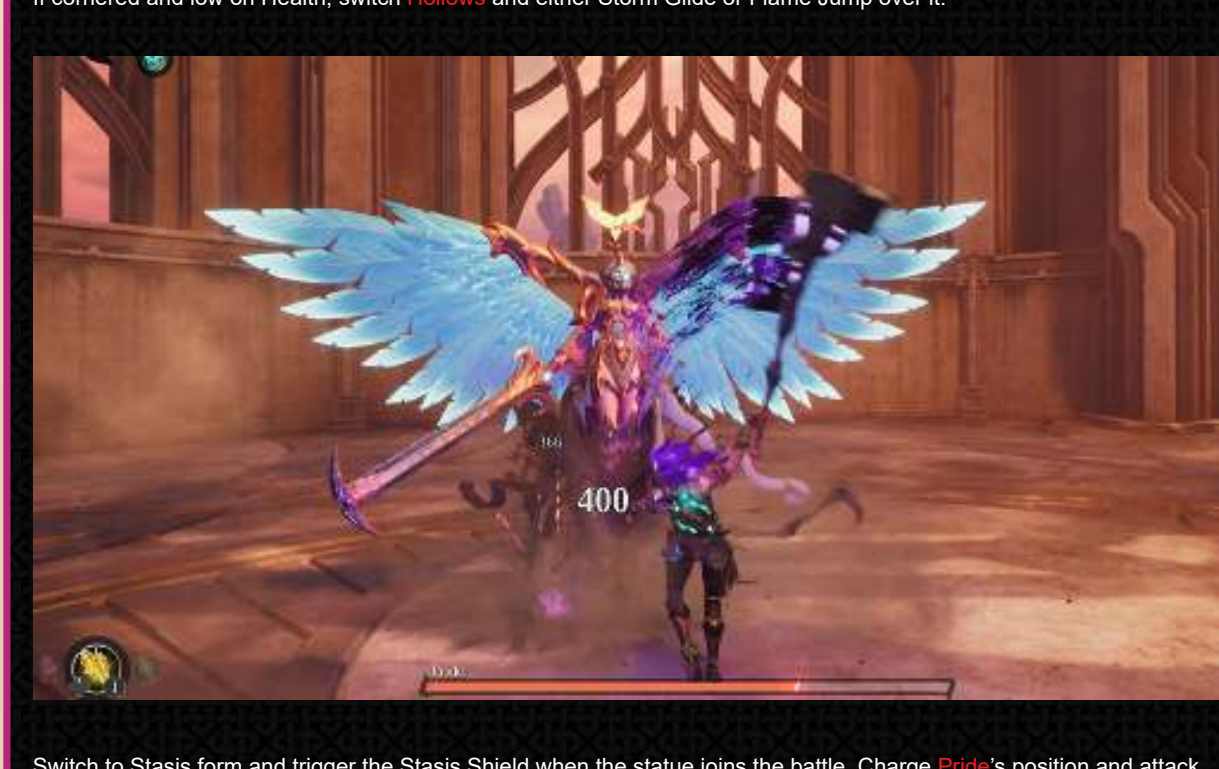


At first glance, Pride fights in a similar manner to Lust. She's skilled with a sword, patient in picking the time to attack, and quite fast. What truly sets her apart is the protective shield she casts around herself at the start of the battle. Back away so as to not be caught in the area of effect. Fury can't damage Pride until she has broken through the orb-like barrier.

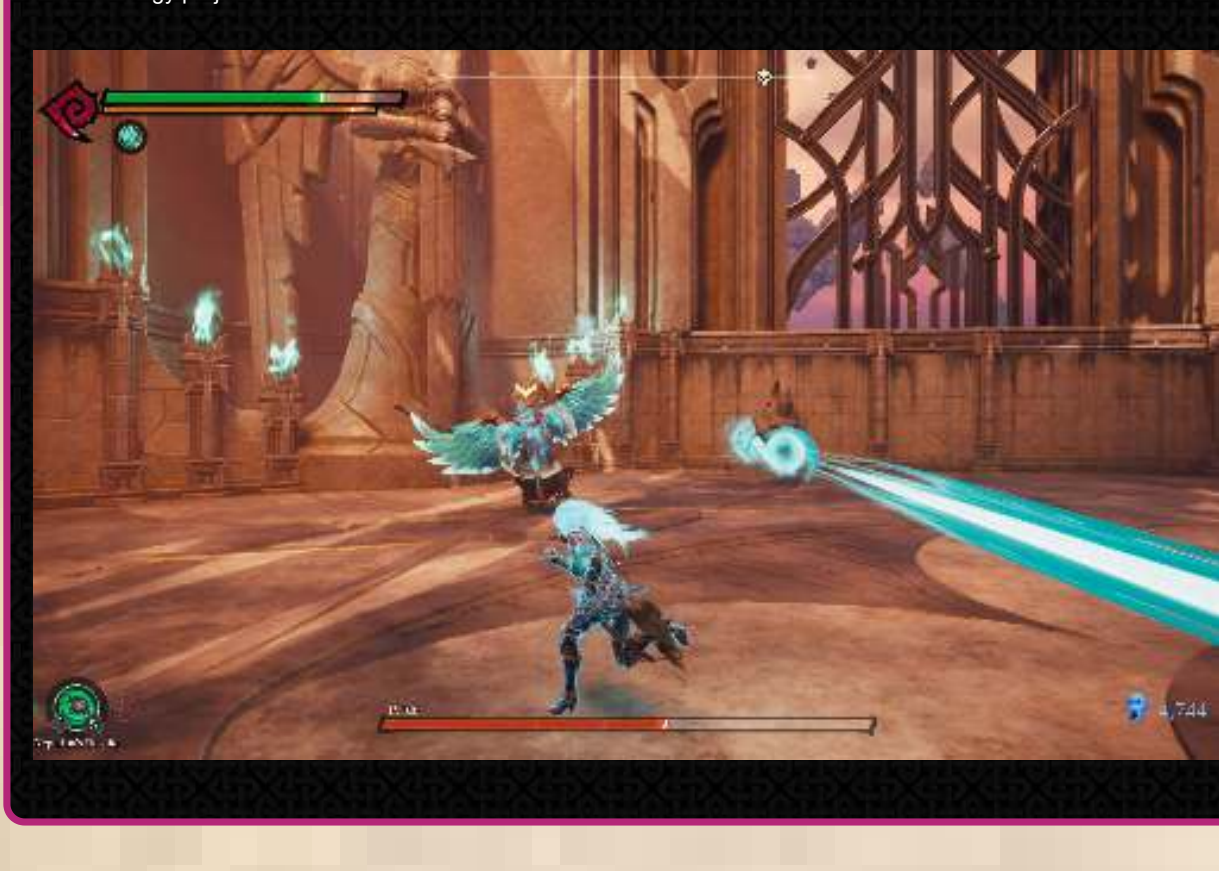
Any damage dealt to Pride's protective shield weakens it, but there's nothing like a charged Hollow attack or Arcane Counter to really bust it apart. Pepper the shield from afar with the Salvation crossblade, but focus on landing Arcane Counters with the Mallet of Scorn or Edge of Scorn for maximum effectiveness. Pride drops to a knee as soon as the shield is burst, leaving her vulnerable to a full five-hit Executioner combo or, sticking with the Mallet of Scorn, a three-hit Aftershock combo.



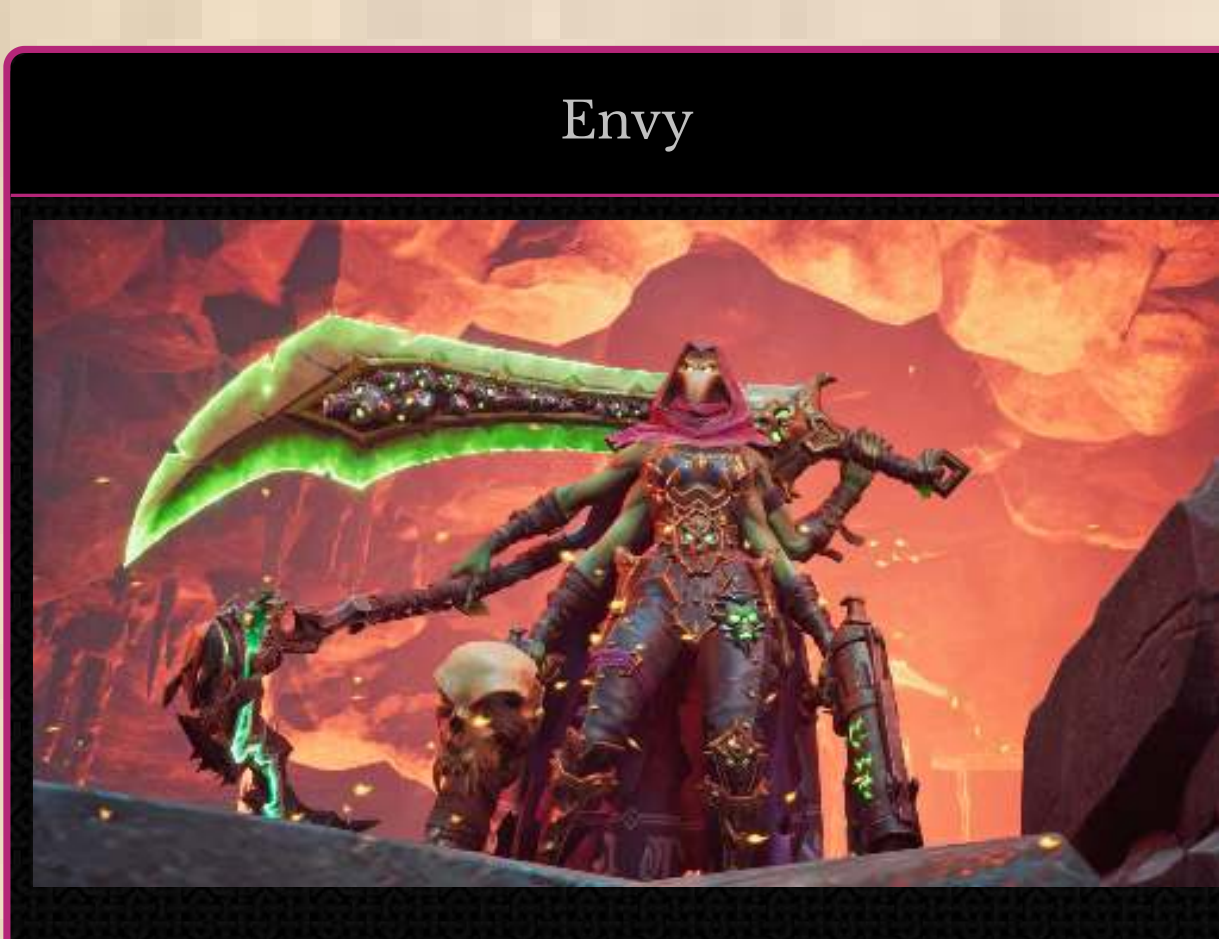
Continue dodging and counterattacking to break through her first two shields, while chipping away at her Health. Before long, Pride summons a statue head to the battle. This statue hovers around the room, emitting a piercing energy beam out the front and rear of its head. Though it doesn't inflict heavy damage to Fury, it is a nuisance that must be avoided. If cornered and low on Health, switch Hollows and either Storm Glide or Flame Jump over it.



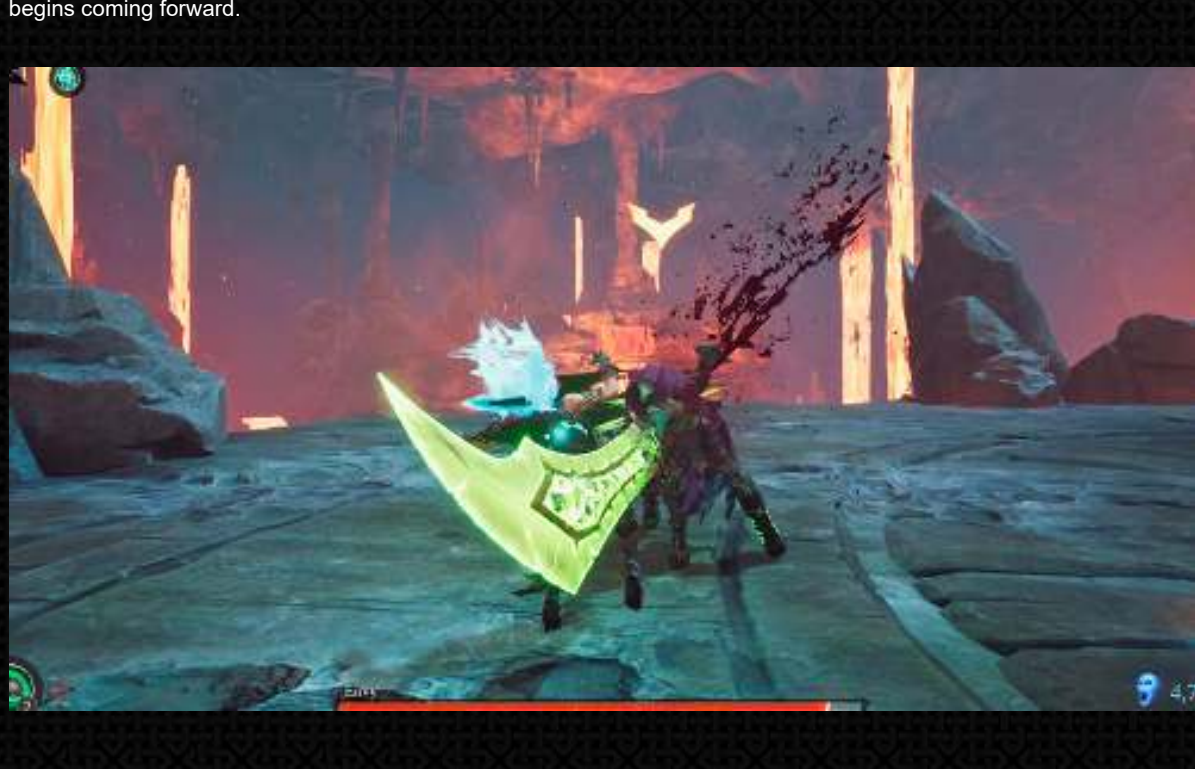
Switch to Stasis form and trigger the Stasis Shield when the statue joins the battle. Charge Pride's position and attack with the Barbs of Scorn before she summons another protective shield. With the Stasis Shield active, Fury can ignore Pride's energy projectiles and the statue's beam.



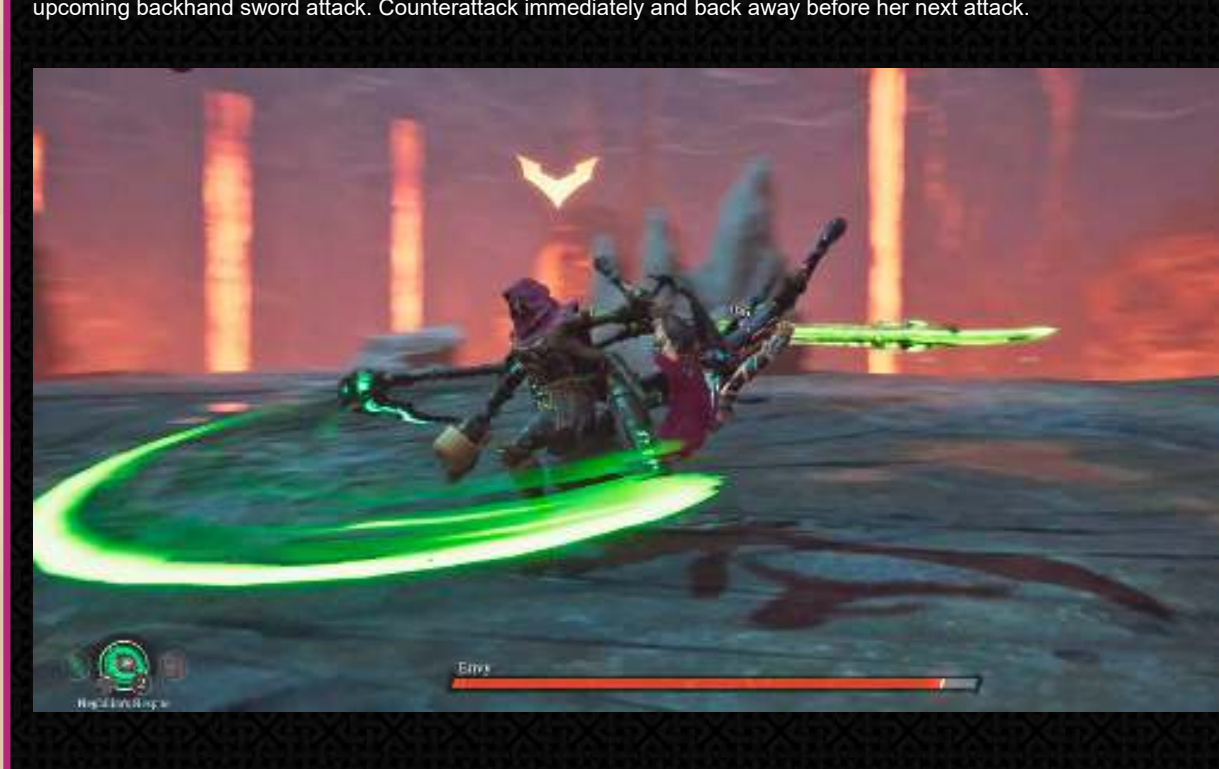
Envy



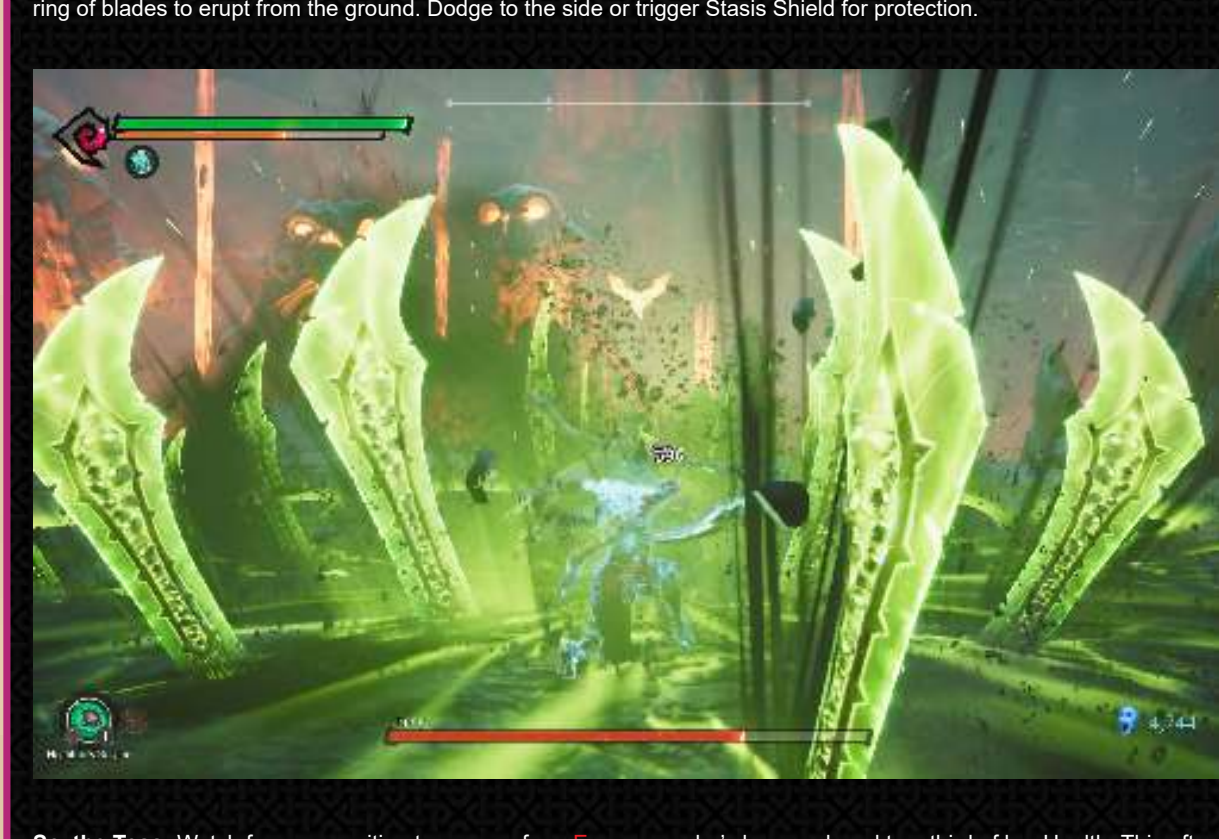
Sword Lunge: Envy lunges forward, stabbing outward with War's massive sword. Between the length of Envy's arms and the length of the sword, this attack reaches farther than you might expect. Dodge to the side as soon as Envy begins coming forward.



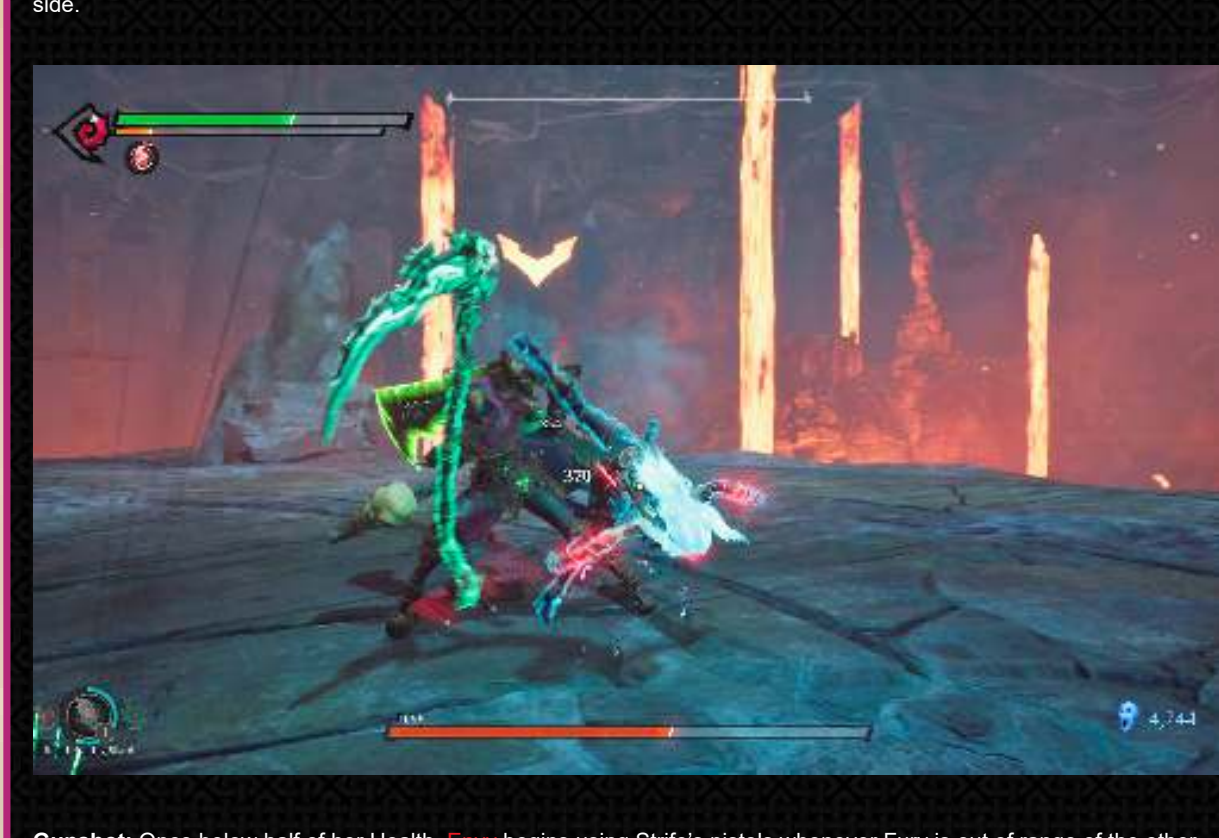
Backhand Slash: Dodge to the side when Envy casually turns her back to Fury, as this is how she signals an upcoming backhand sword attack. Counterattack immediately and back away before her next attack.



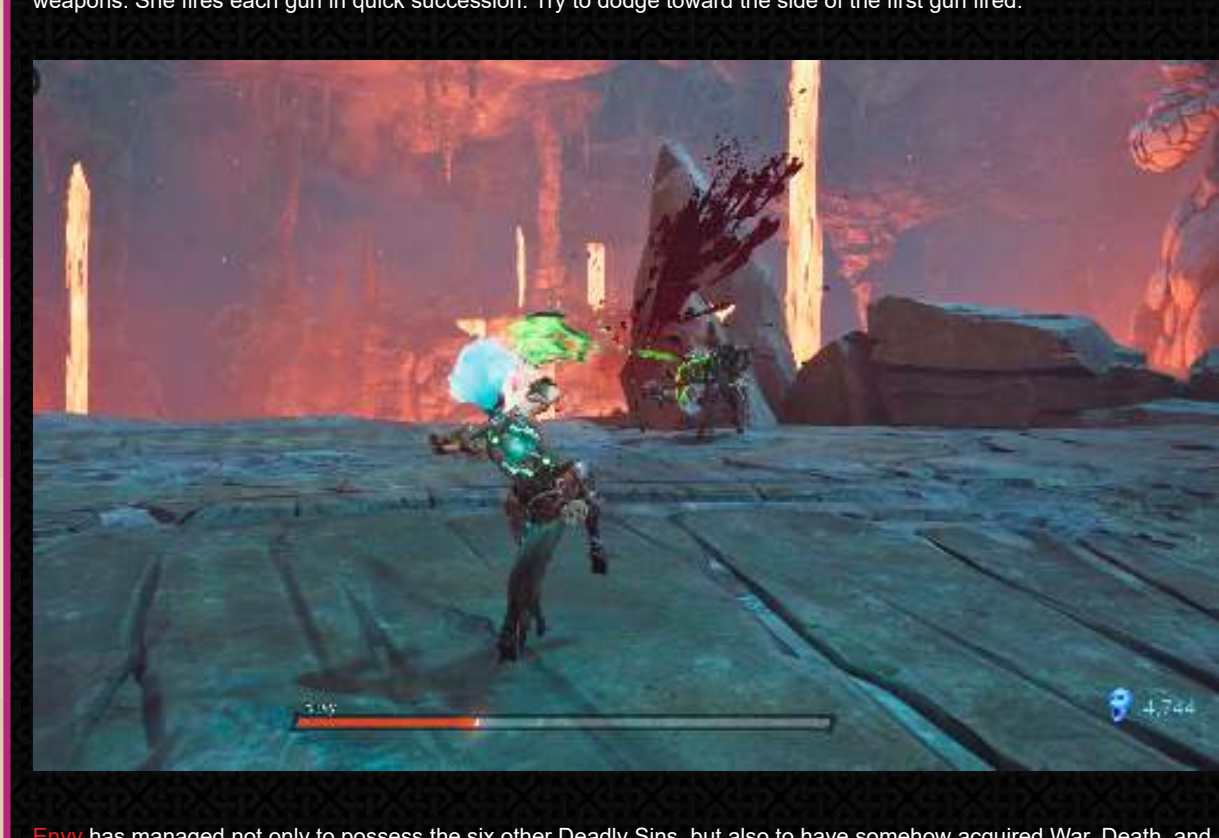
Ground Stab: Beware any nonchalant twirling of the sword, as this often precedes a vicious ground stab that causes a ring of blades to erupt from the ground. Dodge to the side or trigger Stasis Shield for protection.



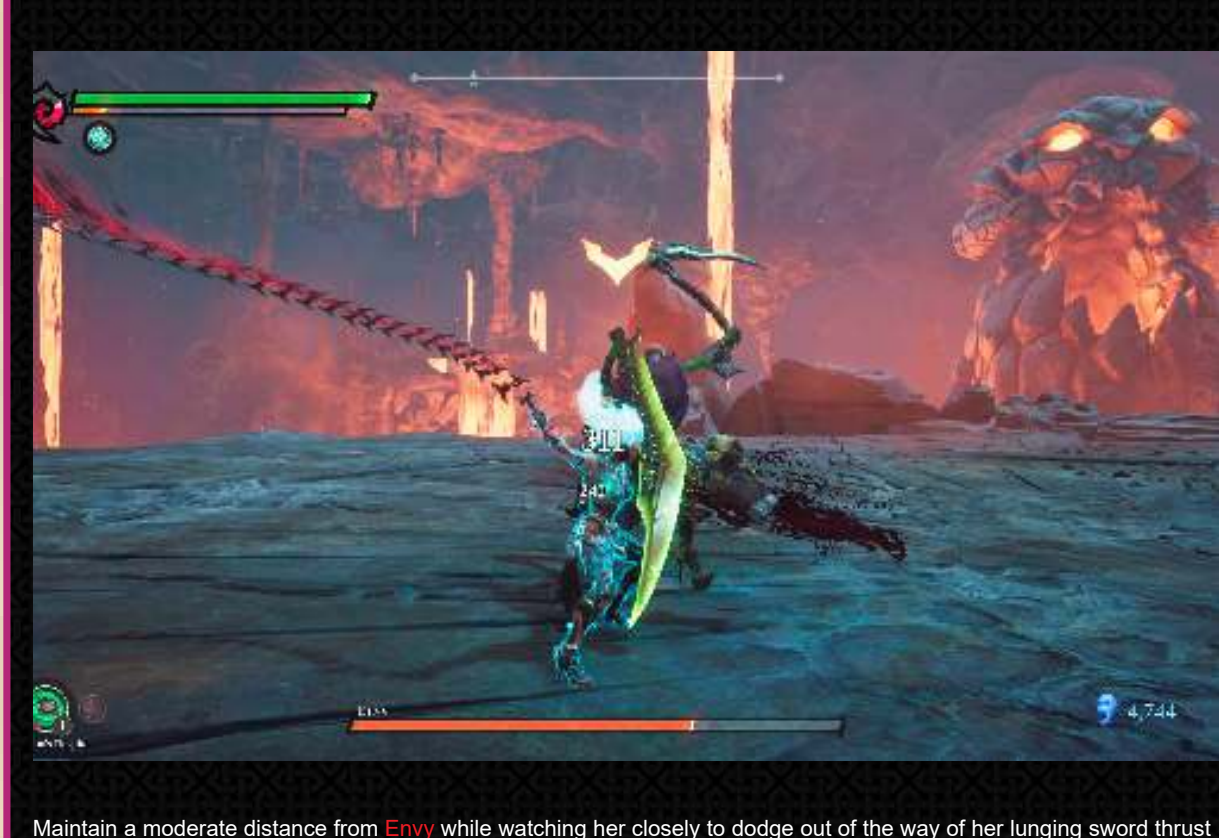
Scythe Toss: Watch for an apparition to emerge from Envy once she's been reduced to a third of her Health. This often precedes a vicious scythe swing, followed by a toss. The scythe boomerangs around the arena, so keep dodging until it's back in Envy's hand. The best way to avoid the scythe attacks is by circle-strafing around Envy to attack her blind side.



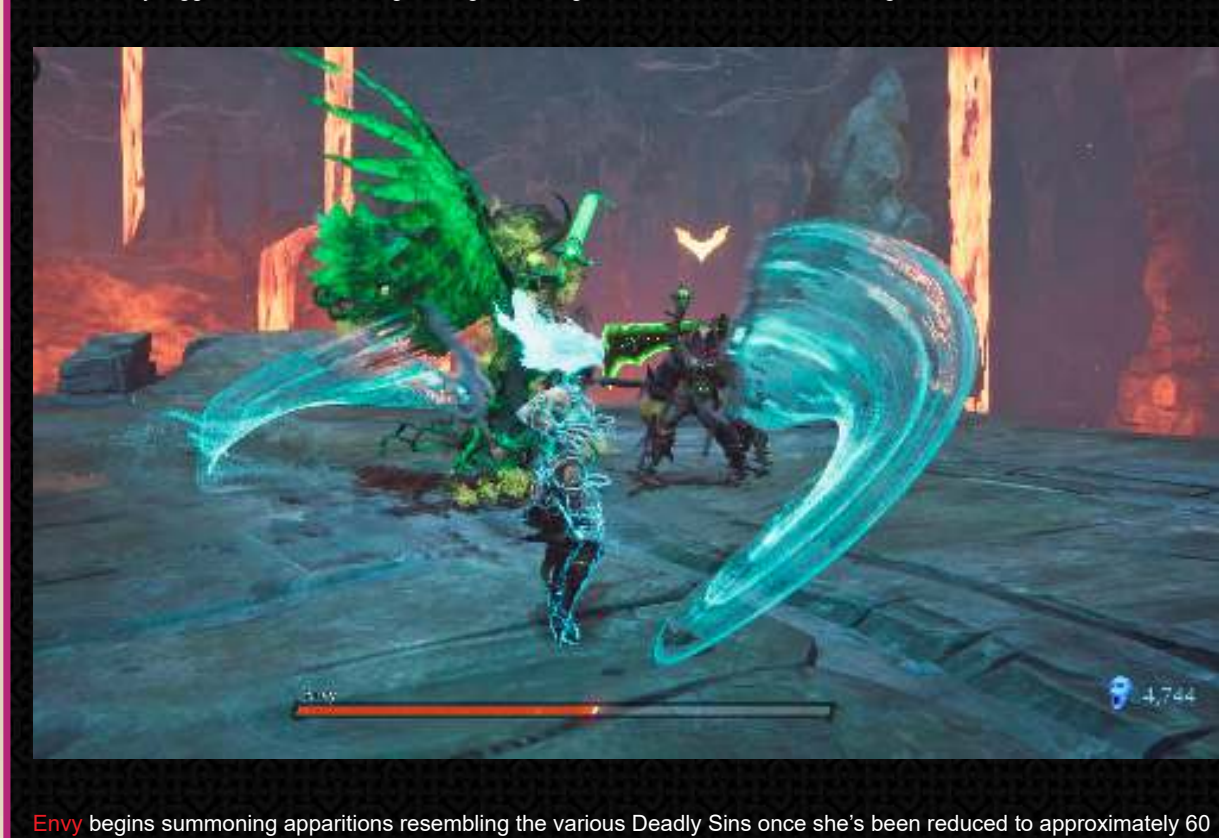
Gunshot: Once below half of her Health, Envy begins using Strife's pistols whenever Fury is out of range of the other weapons. She fires each gun in quick succession. Try to dodge toward the side of the first gun fired.



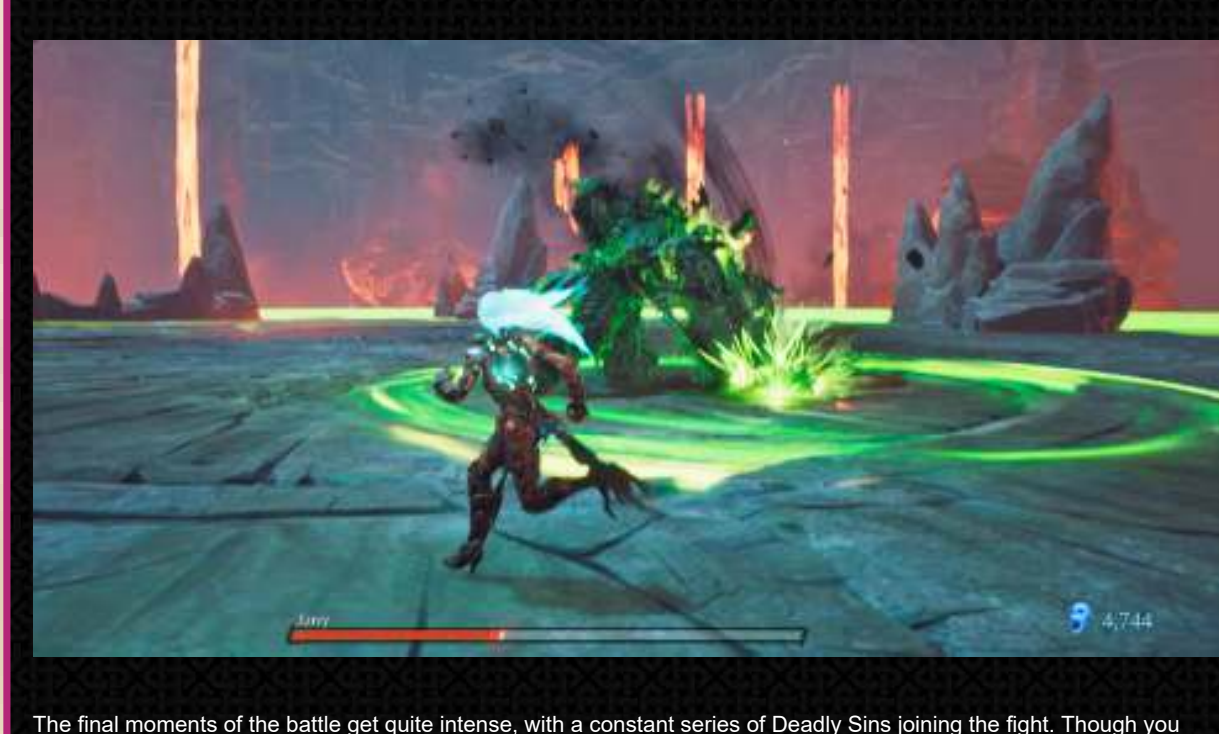
Envy has managed not only to possess the six other Deadly Sins, but also to have somehow acquired War, Death, and Strife's signature weaponry. There's no telling how she got it, but Fury can't let her add Scorn to her collection. Despite being relatively resistant to Arcane damage, Envy attacks with a wealth of Arcane attacks. Be sure to have the Shade enhancement equipped to a weapon you use least. It's also worth equipping the Marauder enhancement for the increased chance to receive a Health Lurcher.



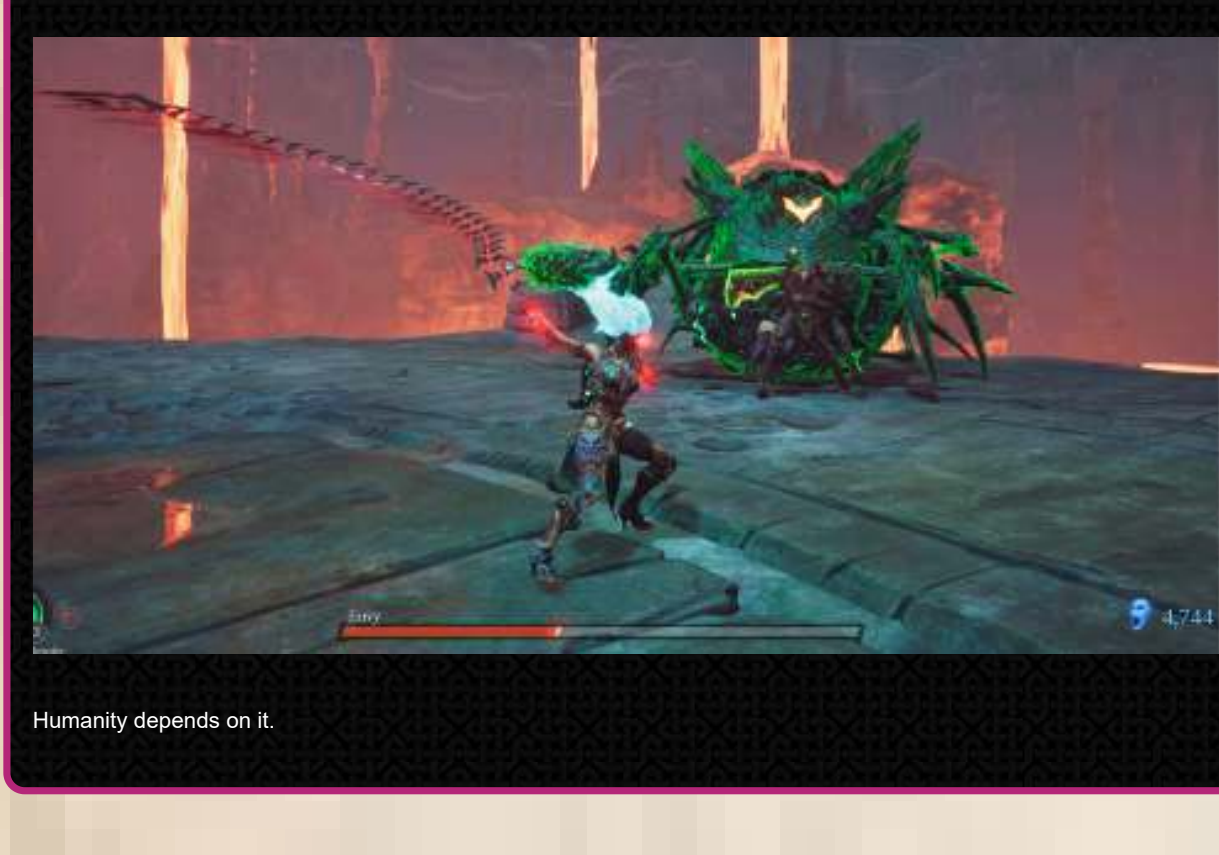
Maintain a moderate distance from Envy while watching her closely to dodge out of the way of her lunging sword thrust and various sword swings. Counter quickly with the Barbs of Scorn—Envy is resistant to the chilling effects of the Edge of Scorn—and back away. Continue employing hit-and-run techniques until she stands in place and twirls her sword. Immediately trigger Stasis Shield to guard against the ground stab, and continue hitting her.



Envy begins summoning apparitions resembling the various Deadly Sins once she's been reduced to approximately 60 percent of her Health. Green images of Pride, Wrath, and Sloth appear most often. Wrath rears back and pounds the ground three times, unleashing a mighty shockwave with each punch. Double-jump over the spreading shockwave to avoid being hurt. The vision of Sloth flutters briefly in the air and then slams down atop Fury. And the Pride apparition performs a twirling sword attack. Visions of the other Deadly Sins may also appear, each performing its signature move. Stay on the lookout for their emergence and dodge accordingly. Each summoned entity disappears immediately after it attacks, so don't waste any effort trying to hit it.



The final moments of the battle get quite intense, with a constant series of Deadly Sins joining the fight. Though you can't afford to ignore their attacks—especially Wrath's—you must try to focus on Envy. Her lunging sword thrust and scythe tosses will chip away at Fury's Health if you don't manage to dodge effectively. Make use of your Nephilim's Respites whenever the Health Meter empties halfway, and use Wrath Shards to keep the Stasis Shield active as much as possible. The final moments of the fight are frenetic, and you must aim to dodge and strafe around to Envy's blind side as much as possible. And, lastly, if all else fails, trigger Havoc Form one final time.



Humanity depends on it.

DARKSIDERS III

Atlas

About the Atlas

The following pages contain maps to the entire world of *Darksiders III*. Here you will find the locations of every Human, crafting ingredient, Chosen, and more. When necessary, items have been color-coded to indicate the most advanced Hollow required to access it. This chapter is designed to aid those who wish to use the Serpent Hole system to explore independently of the walkthrough or find every last item before the encounter with Pride.

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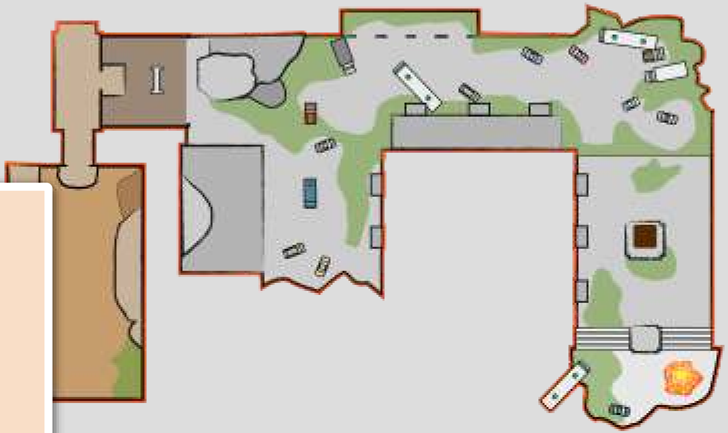

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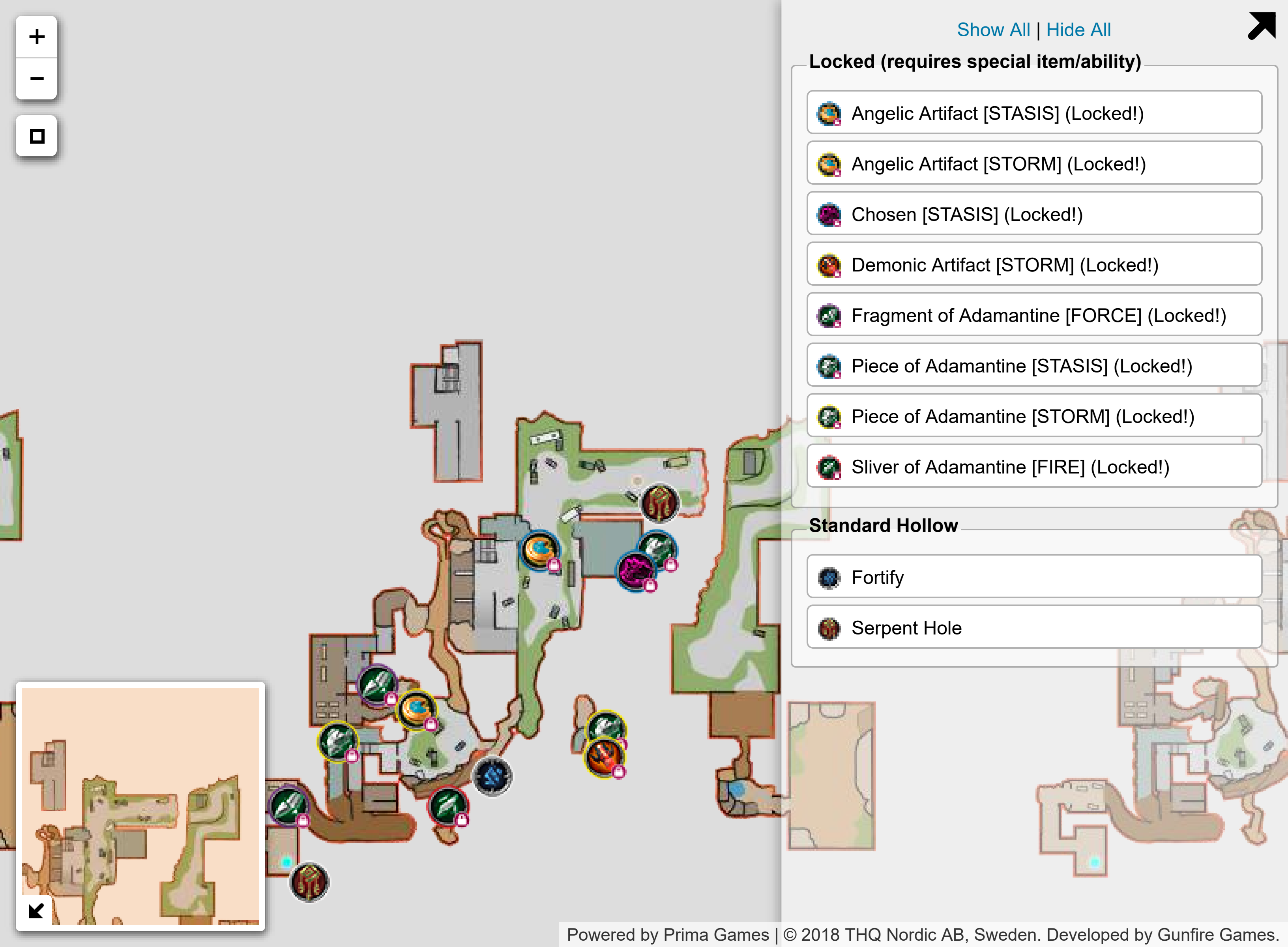

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- Angelic Artifact [STORM] (Locked!)
- Chosen [STASIS] (Locked!)
- Demonic Artifact [STORM] (Locked!)
- Fragment of Adamantine [FORCE] (Locked!)
- Piece of Adamantine [STASIS] (Locked!)
- Piece of Adamantine [STORM] (Locked!)
- Sliver of Adamantine [FIRE] (Locked!)

Standard Hollow

- Fortify
- Serpent Hole

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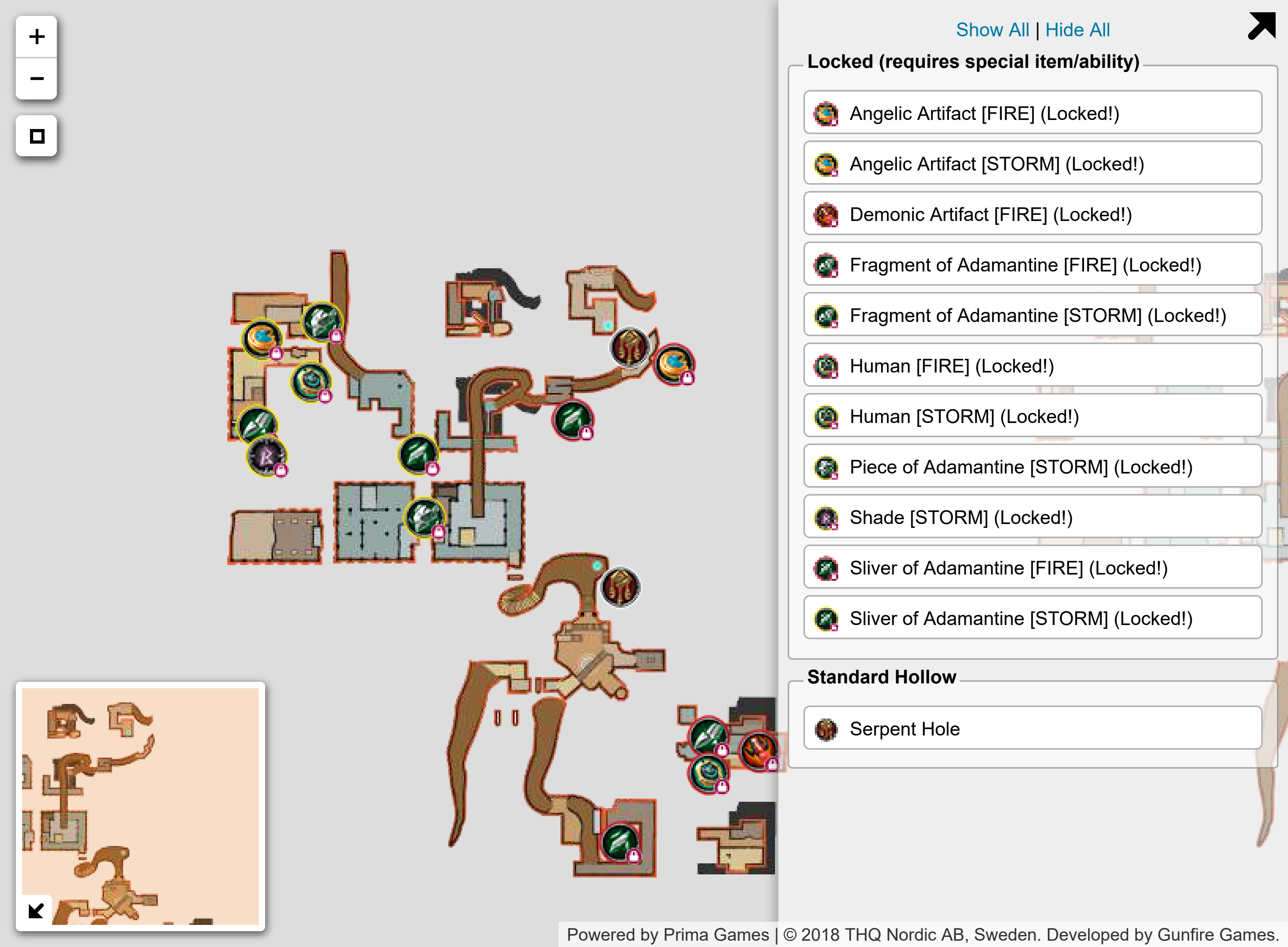

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- Human [STORM] (Locked!)
- Piece of Adamantine [STORM] (Locked!)
- Shade [STORM] (Locked!)
- Sliver of Adamantine [FIRE] (Locked!)
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Standard Hollow

- Serpent Hole

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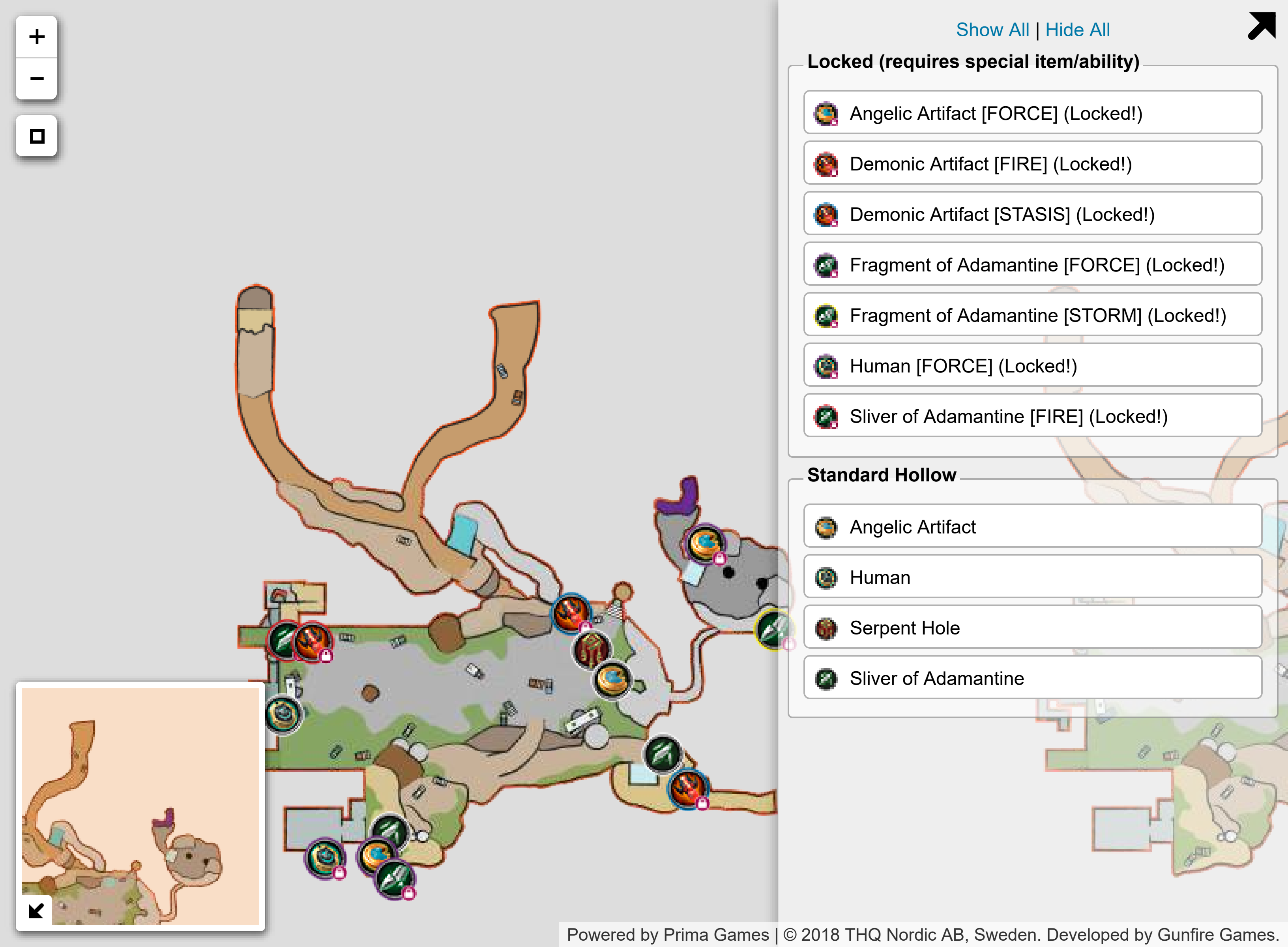

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- Sliver of Adamantine [FIRE] (Locked!)

Standard Hollow

- Angelic Artifact
- Human
- Serpent Hole
- Sliver of Adamantine

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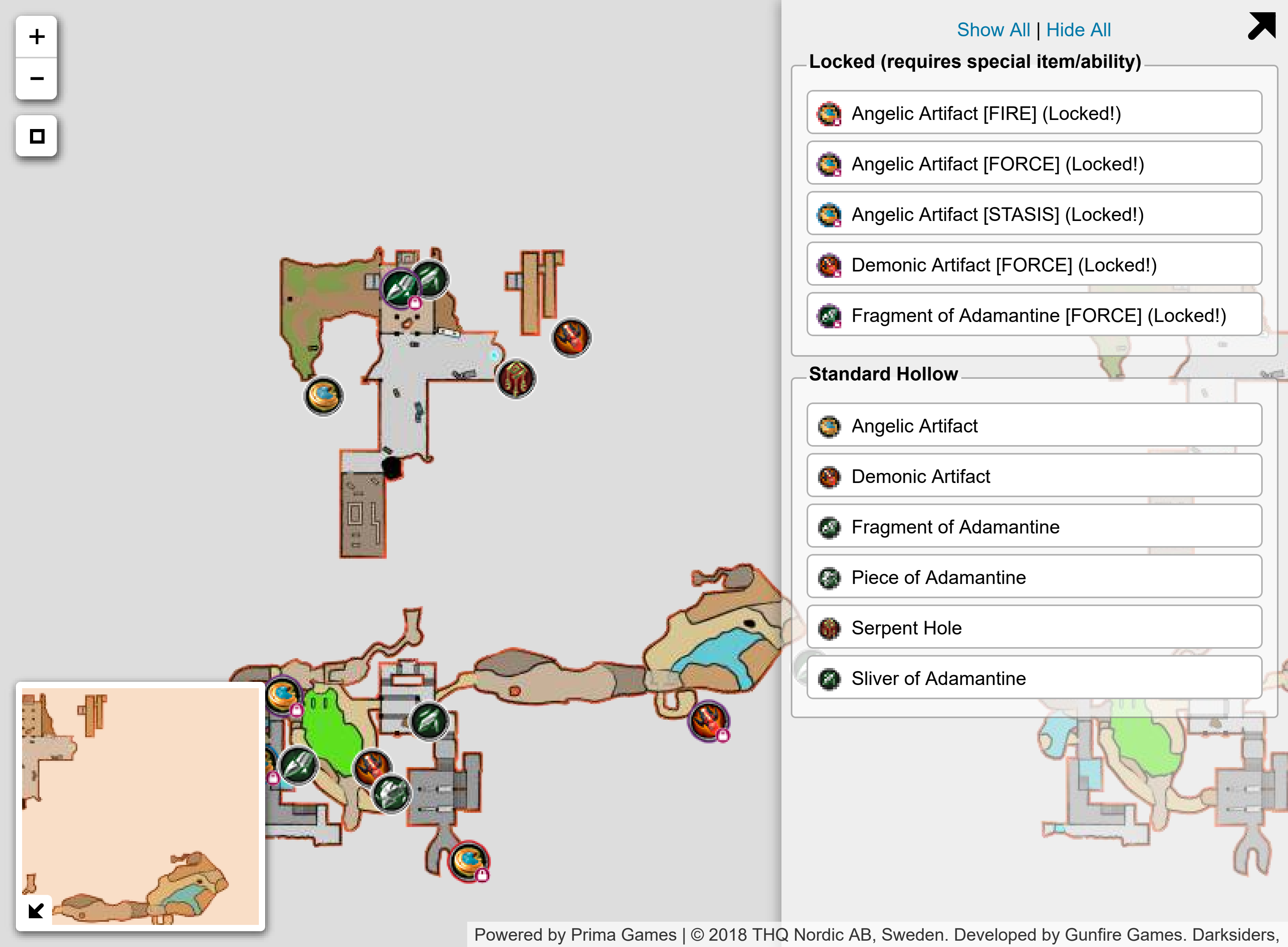
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Piece of Adamantine
Serpent Hole
Sliver of Adamantine
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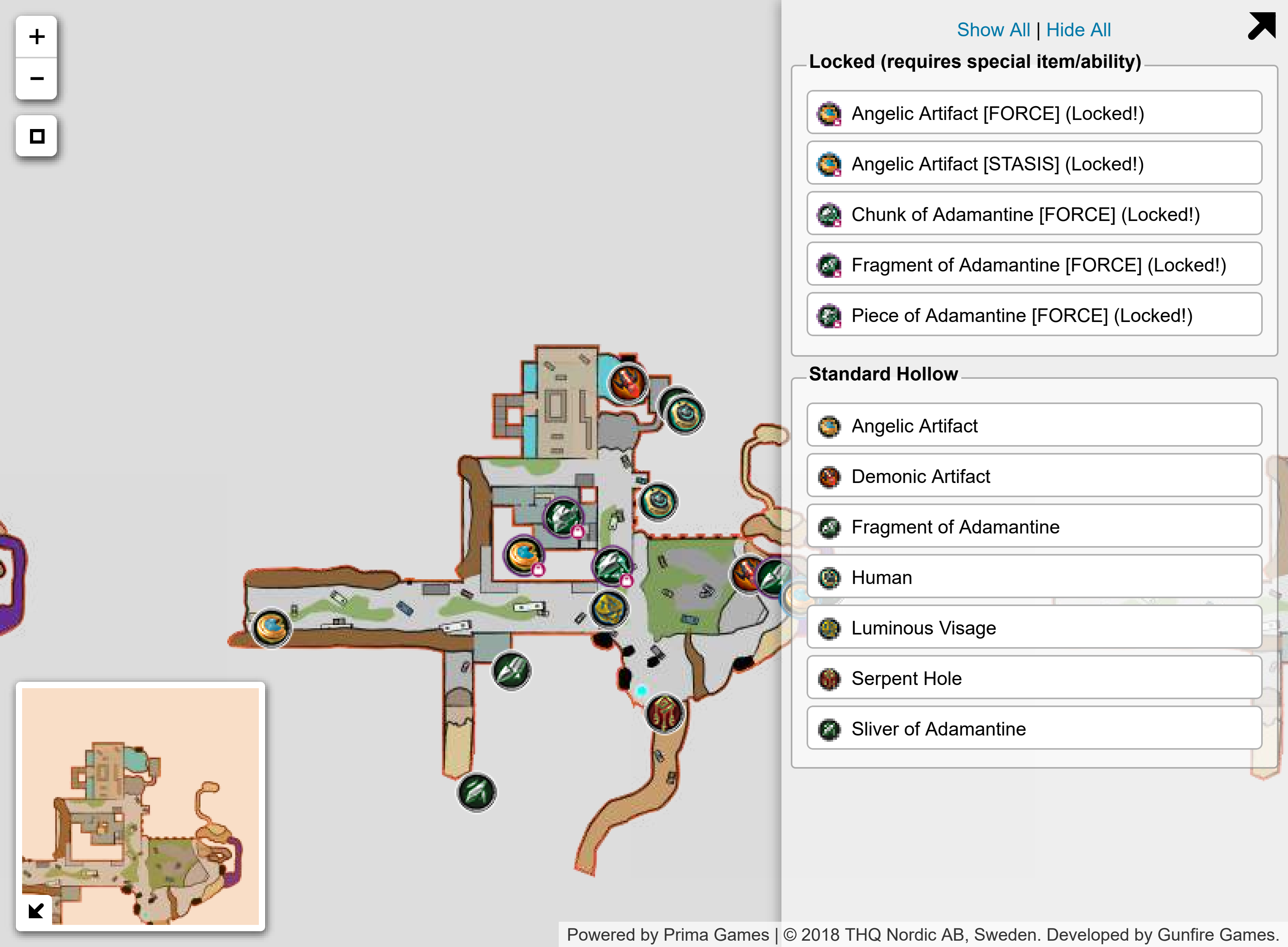
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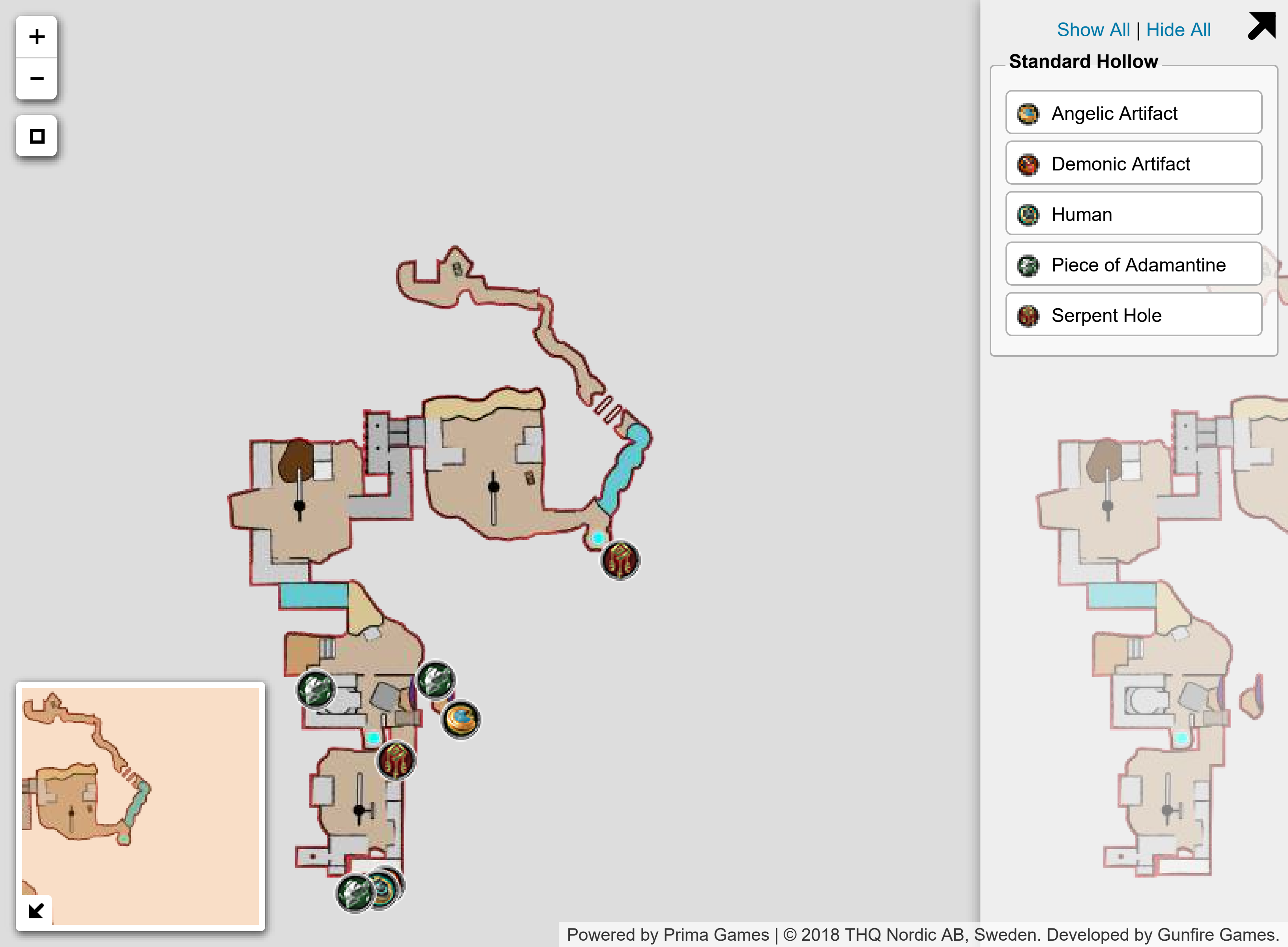
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Serpent Hole

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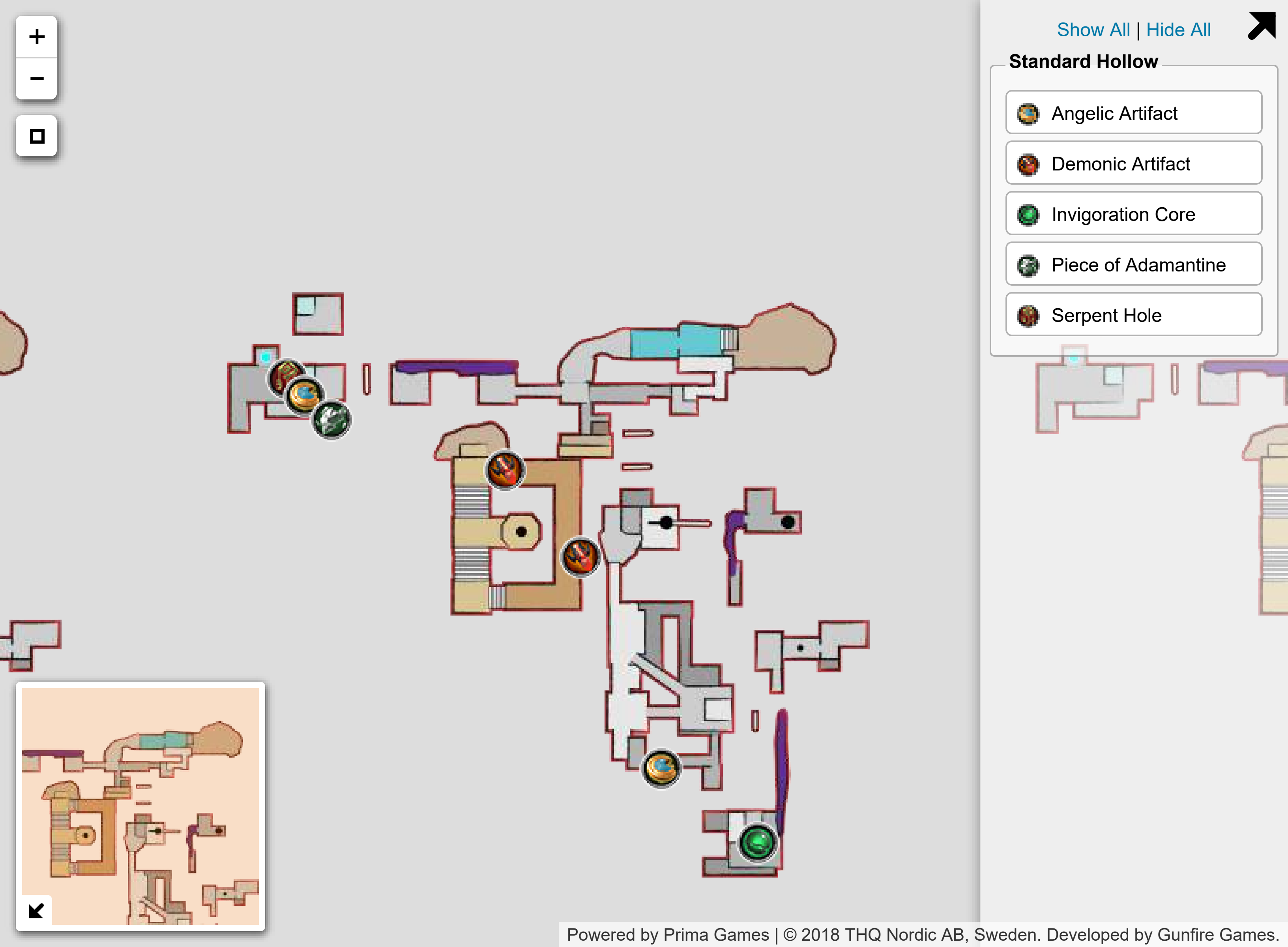

Standard Hollow

- Angelic Artifact
- Demonic Artifact
- Invigoration Core
- Piece of Adamantine
- Serpent Hole

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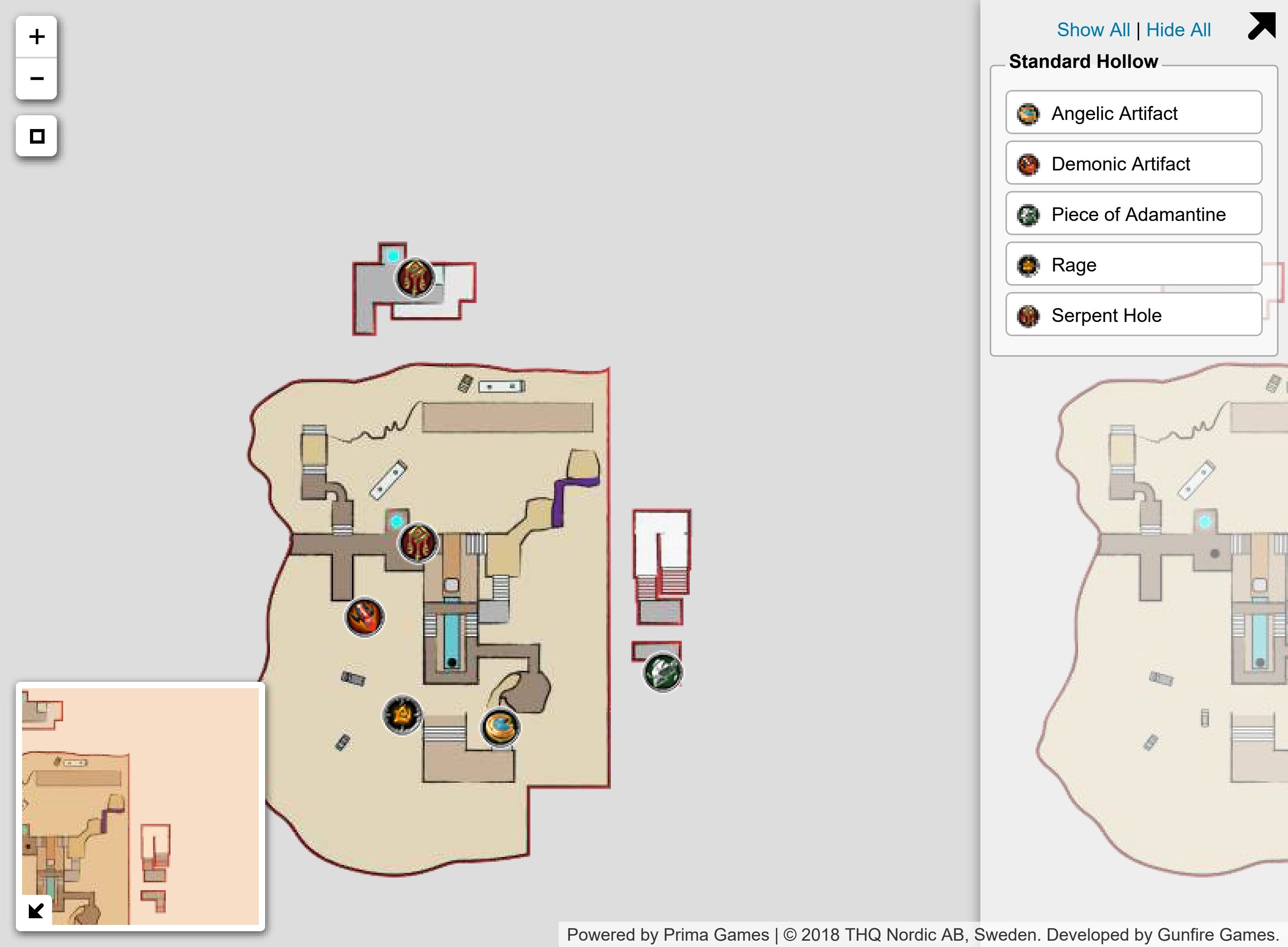

Standard Hollow

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- Piece of Adamantine
- Rage
- Serpent Hole

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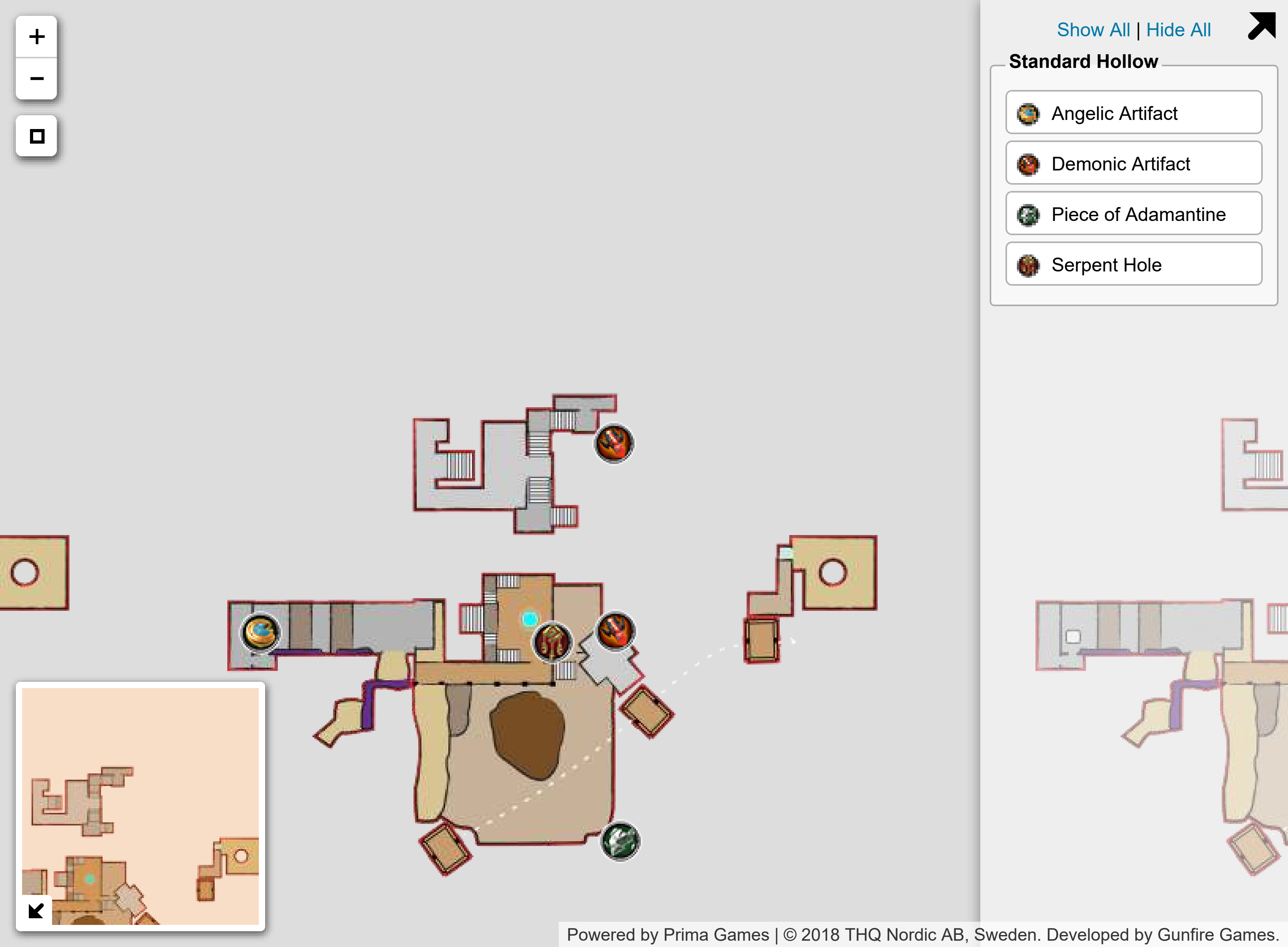
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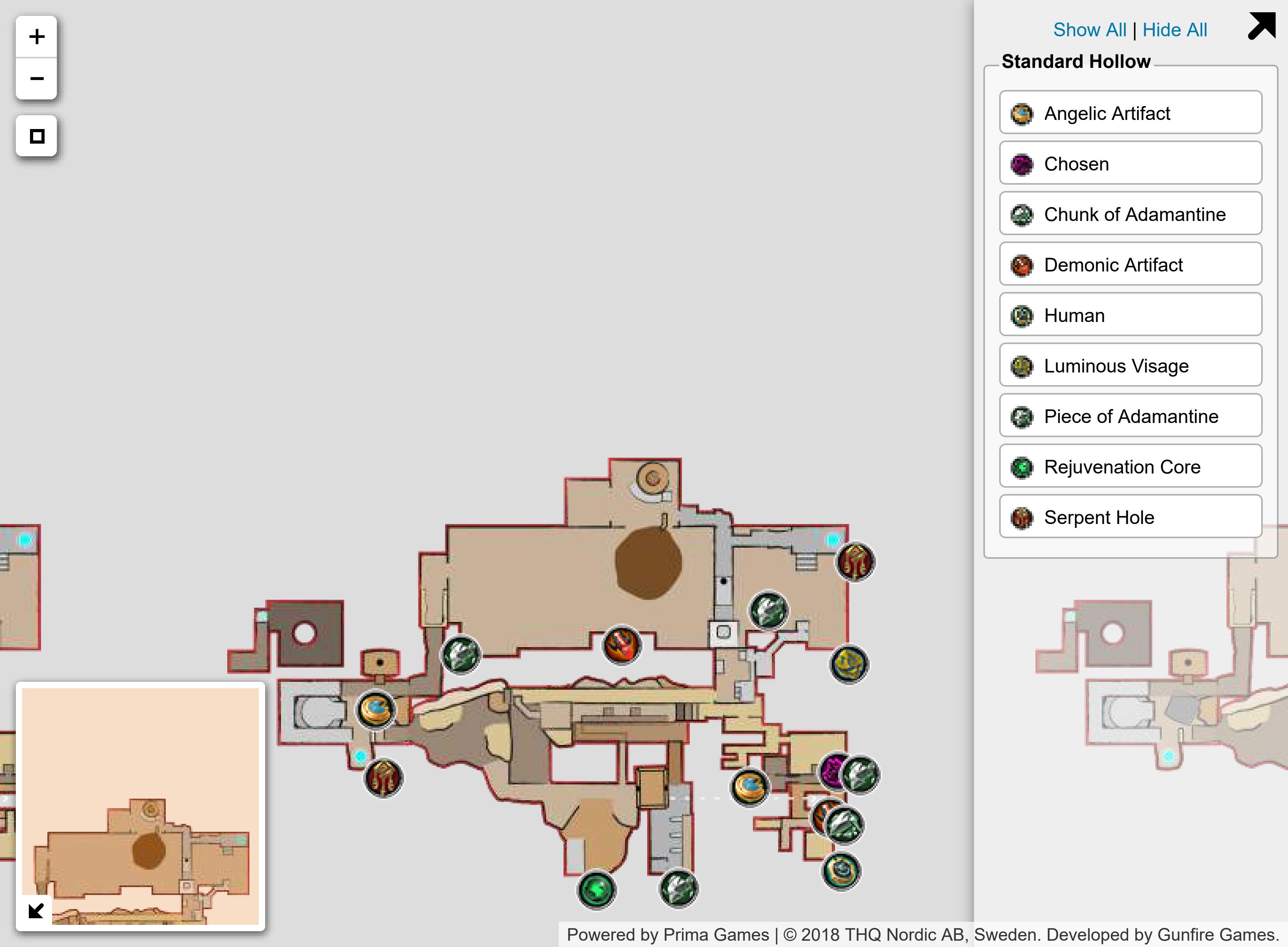
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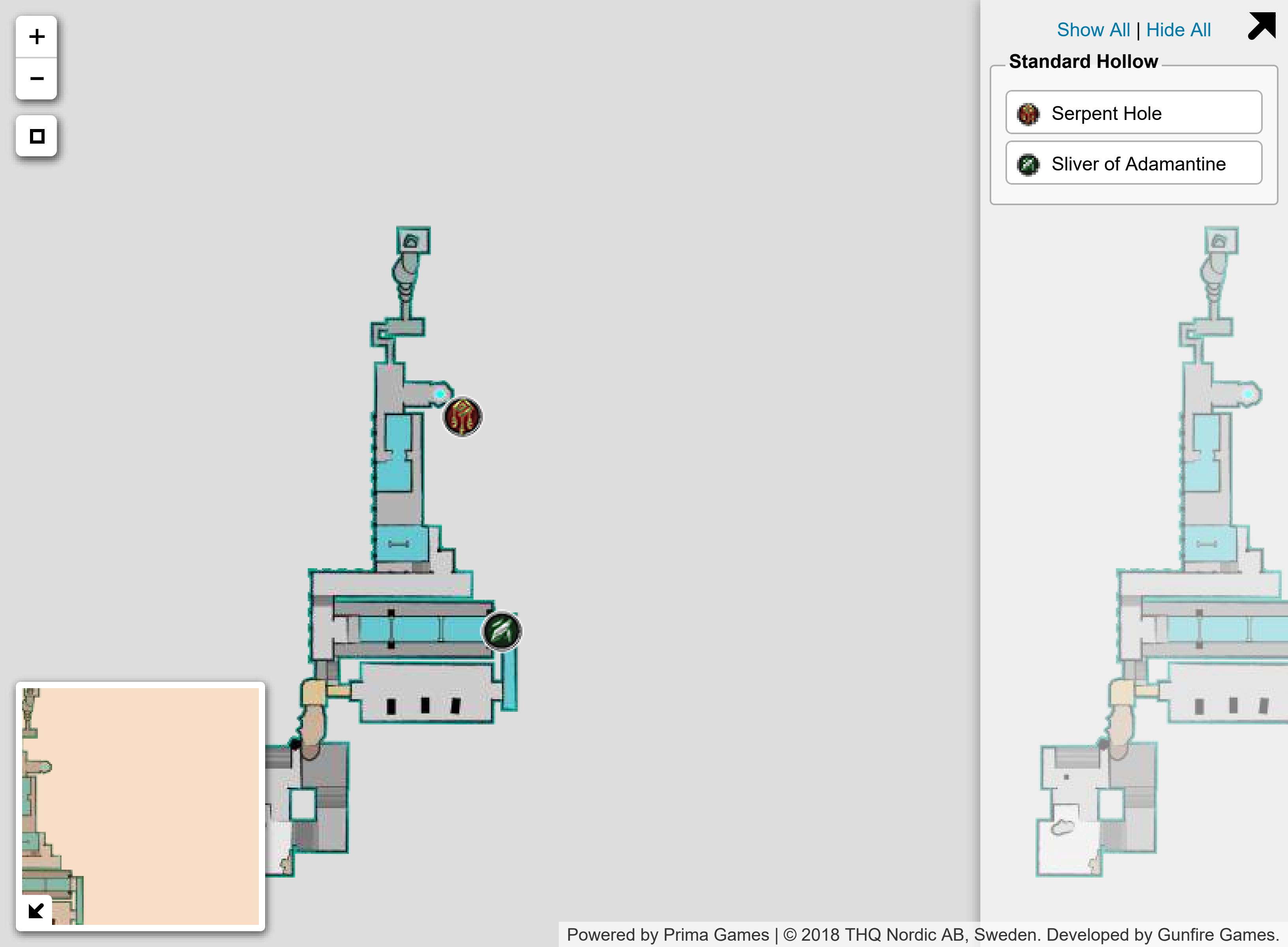
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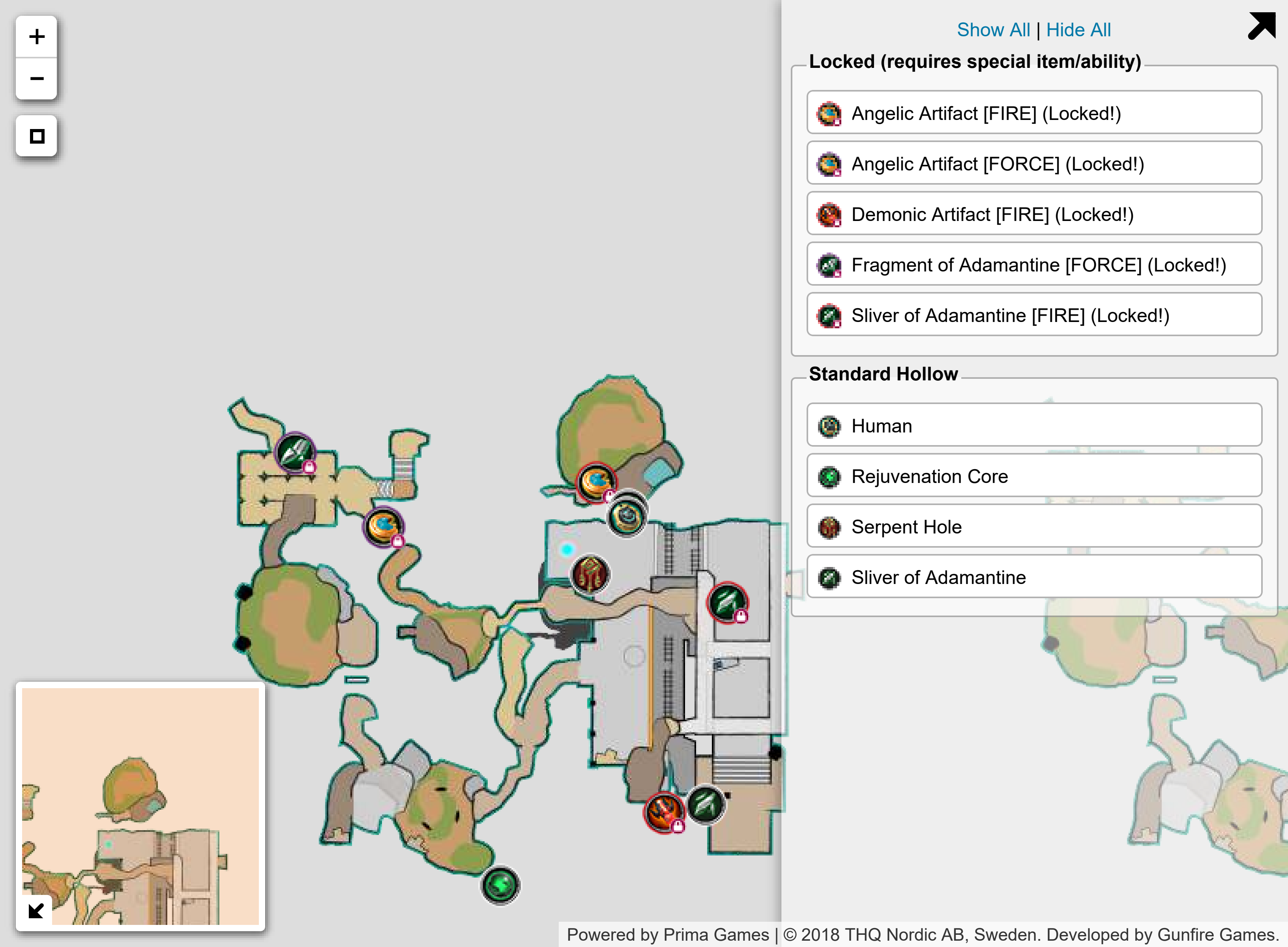
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Human
Rejuvenation Core
Serpent Hole
Sliver of Adamantine
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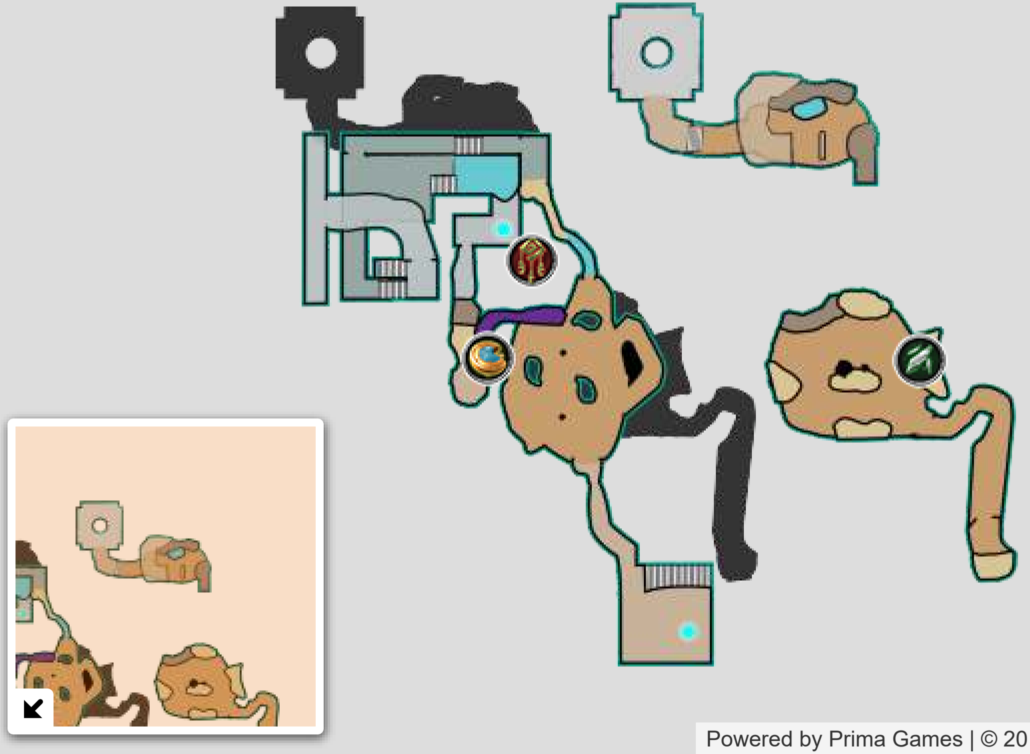
Standard Hollow

- Angelic Artifact
- Serpent Hole
- Sliver of Adamantine



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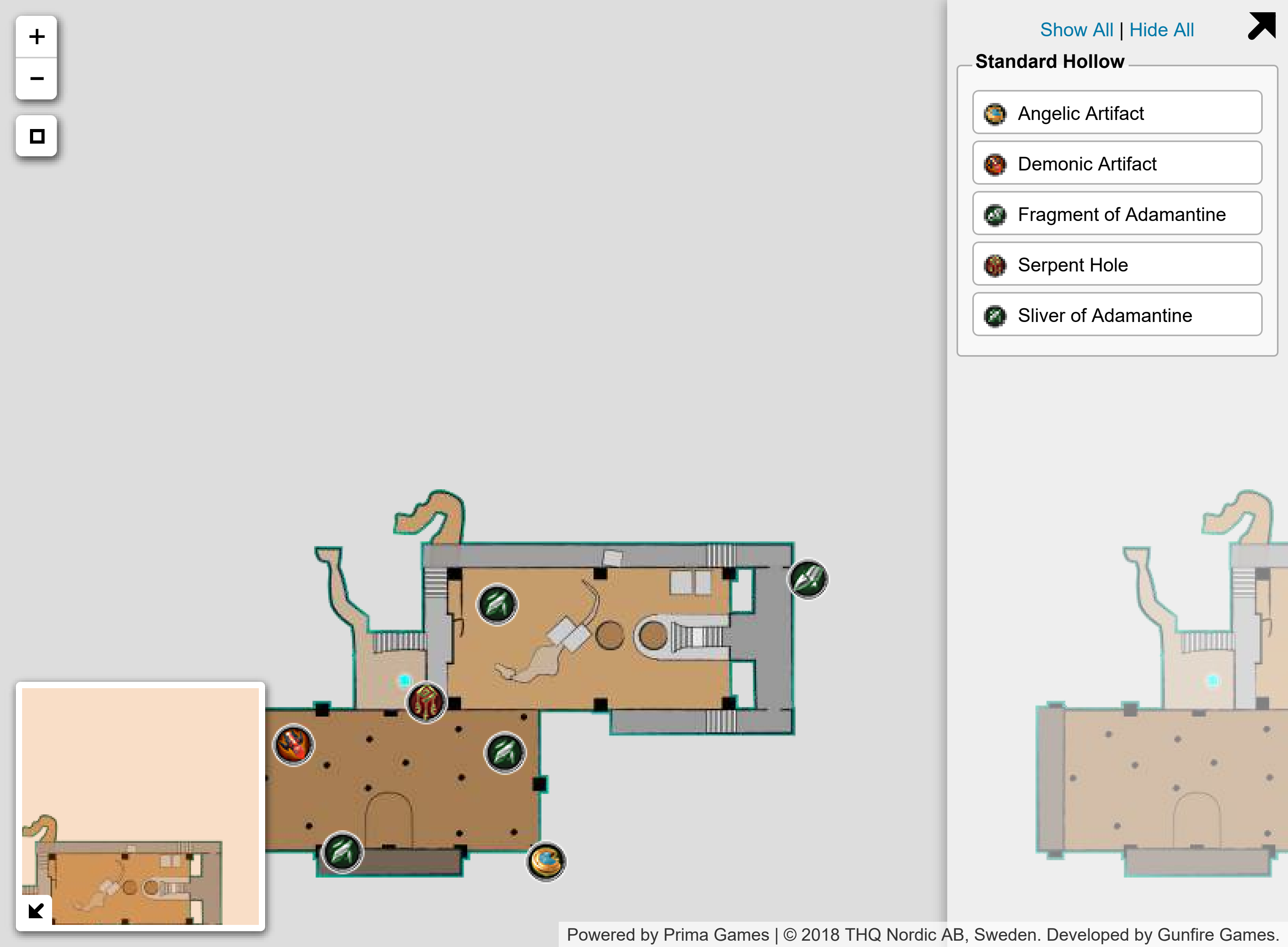
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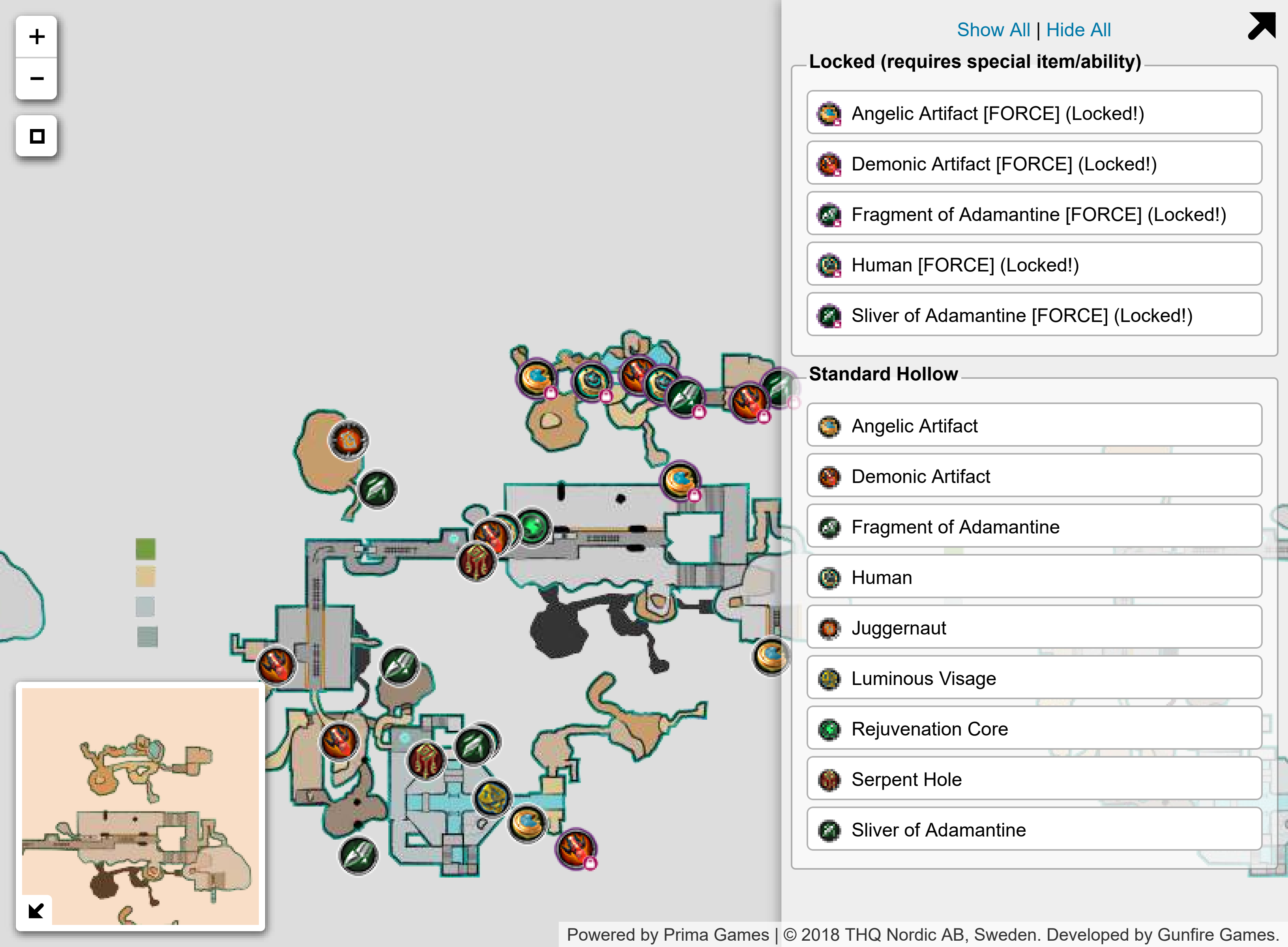

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- Sliver of Adamantine [FORCE] (Locked!)

Standard Hollow

- Angelic Artifact
- Demonic Artifact
- Fragment of Adamantine
- Human
- Juggernaut
- Luminous Visage
- Rejuvenation Core
- Serpent Hole
- Sliver of Adamantine

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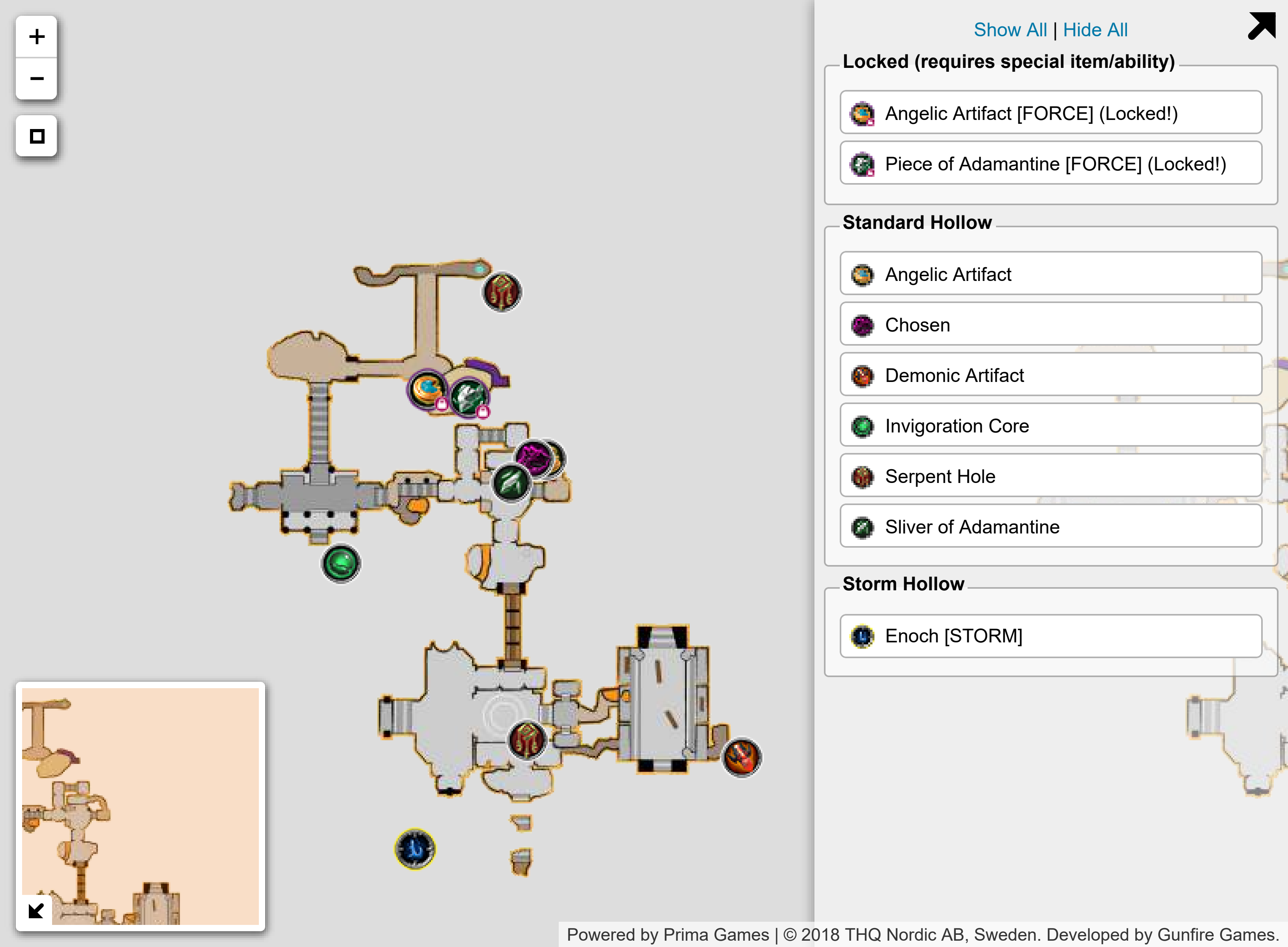

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Standard Hollow

- Angelic Artifact
- Chosen
- Demonic Artifact
- Invigoration Core
- Serpent Hole
- Sliver of Adamantine

Storm Hollow

- Enoch [STORM]

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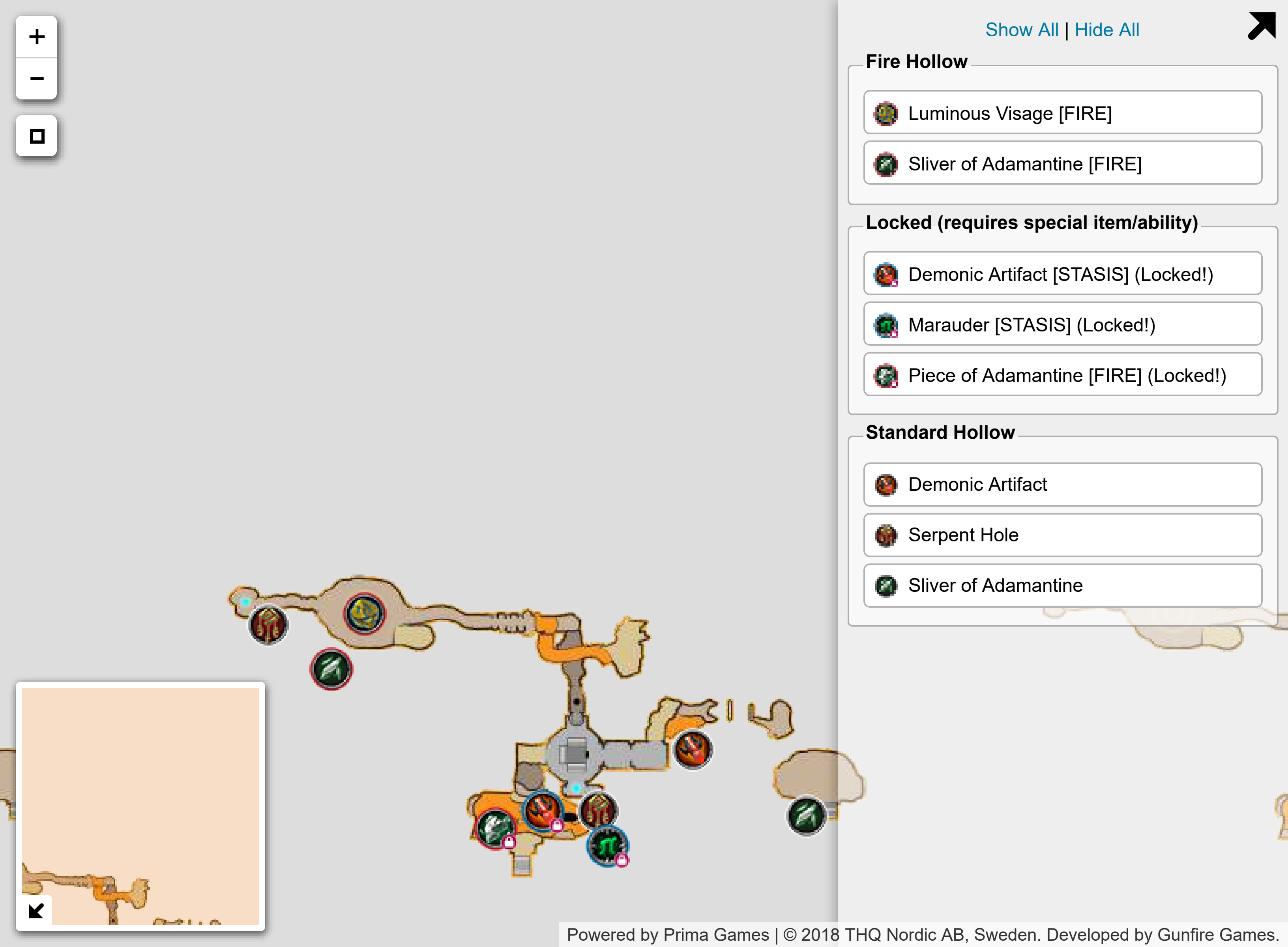

Fire Hollow

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- Sliver of Adamantine [FIRE]

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- Sliver of Adamantine

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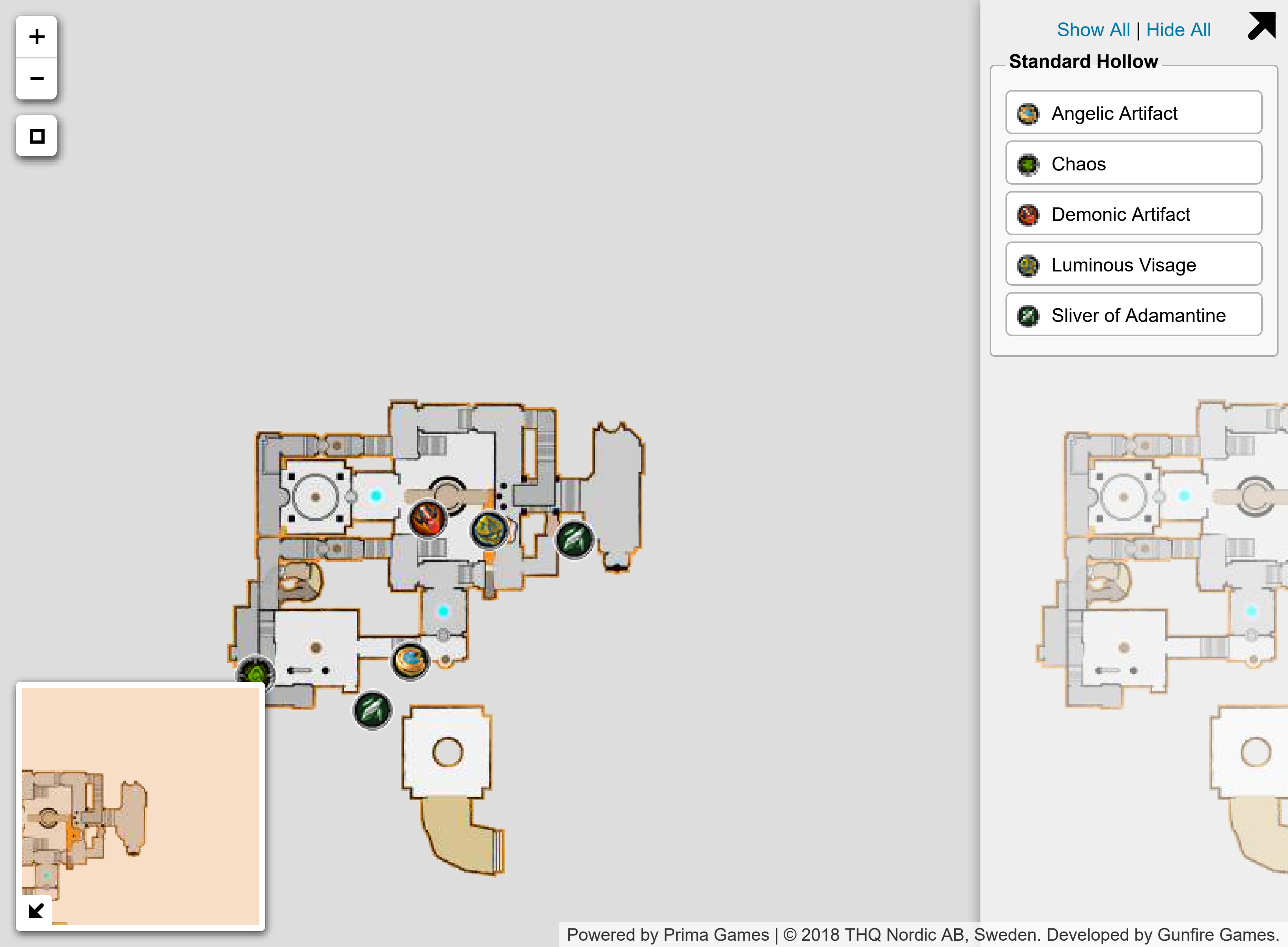

Standard Hollow

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- Luminous Visage
- Sliver of Adamantine

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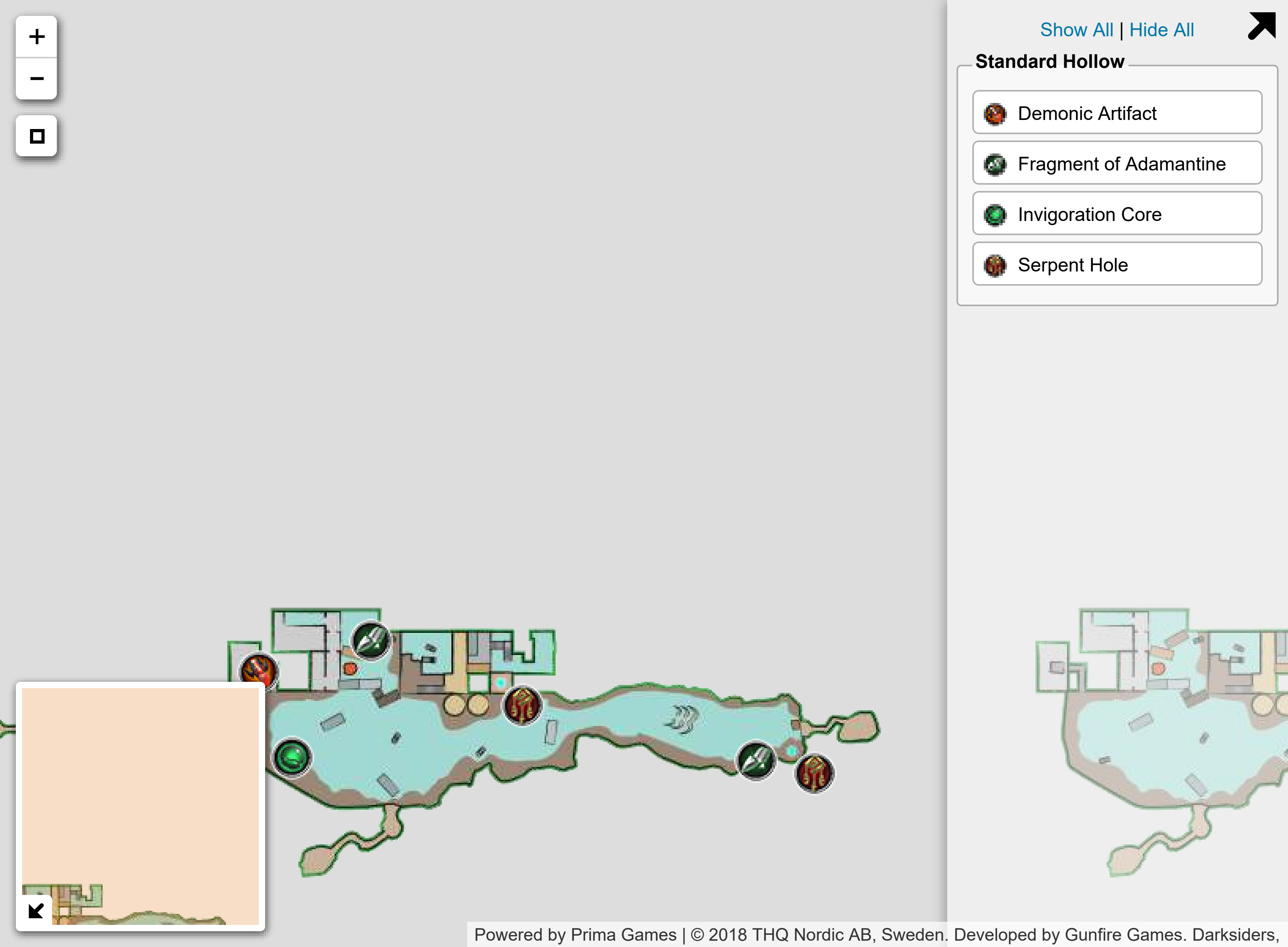
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Serpent Hole

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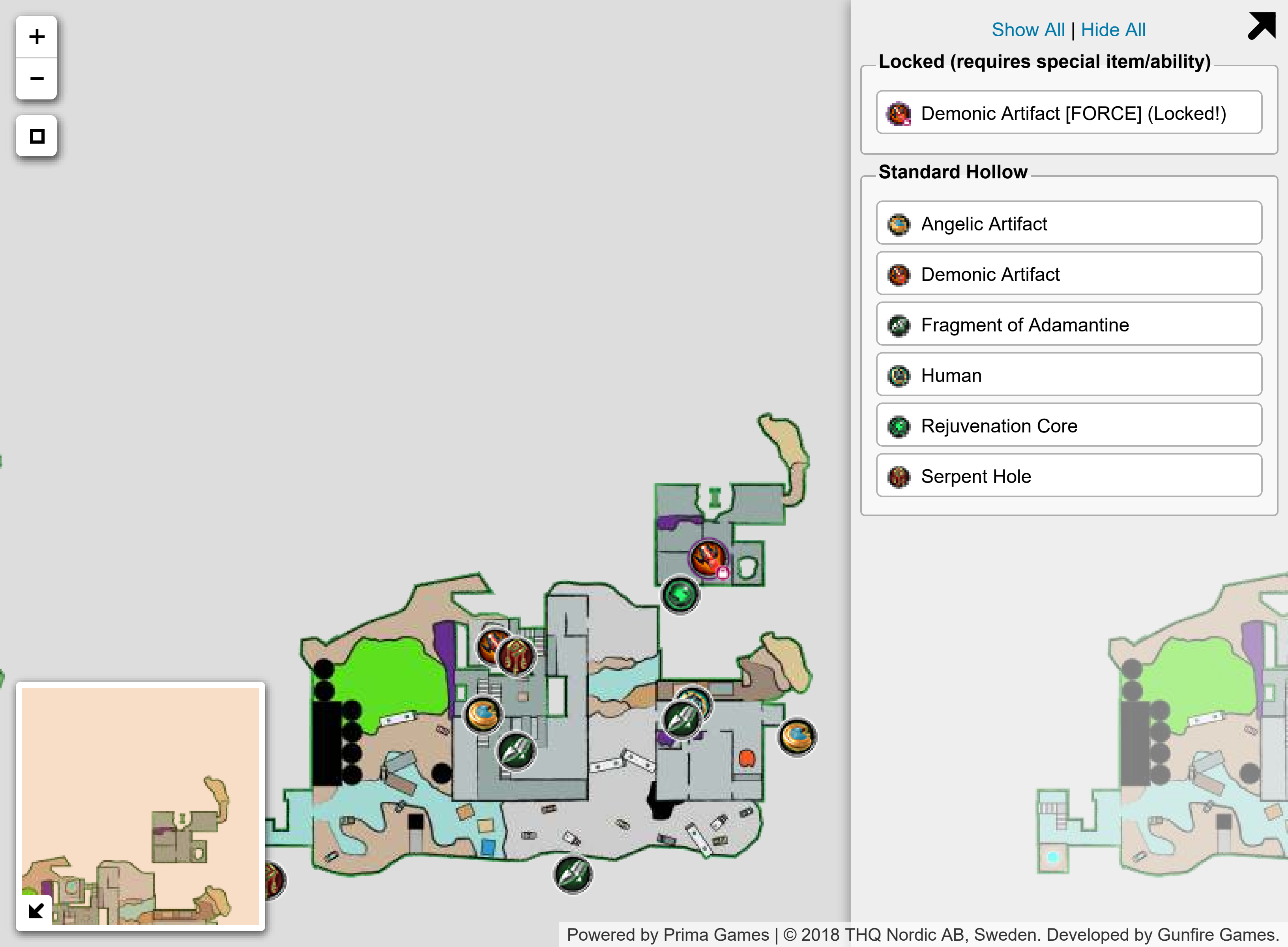

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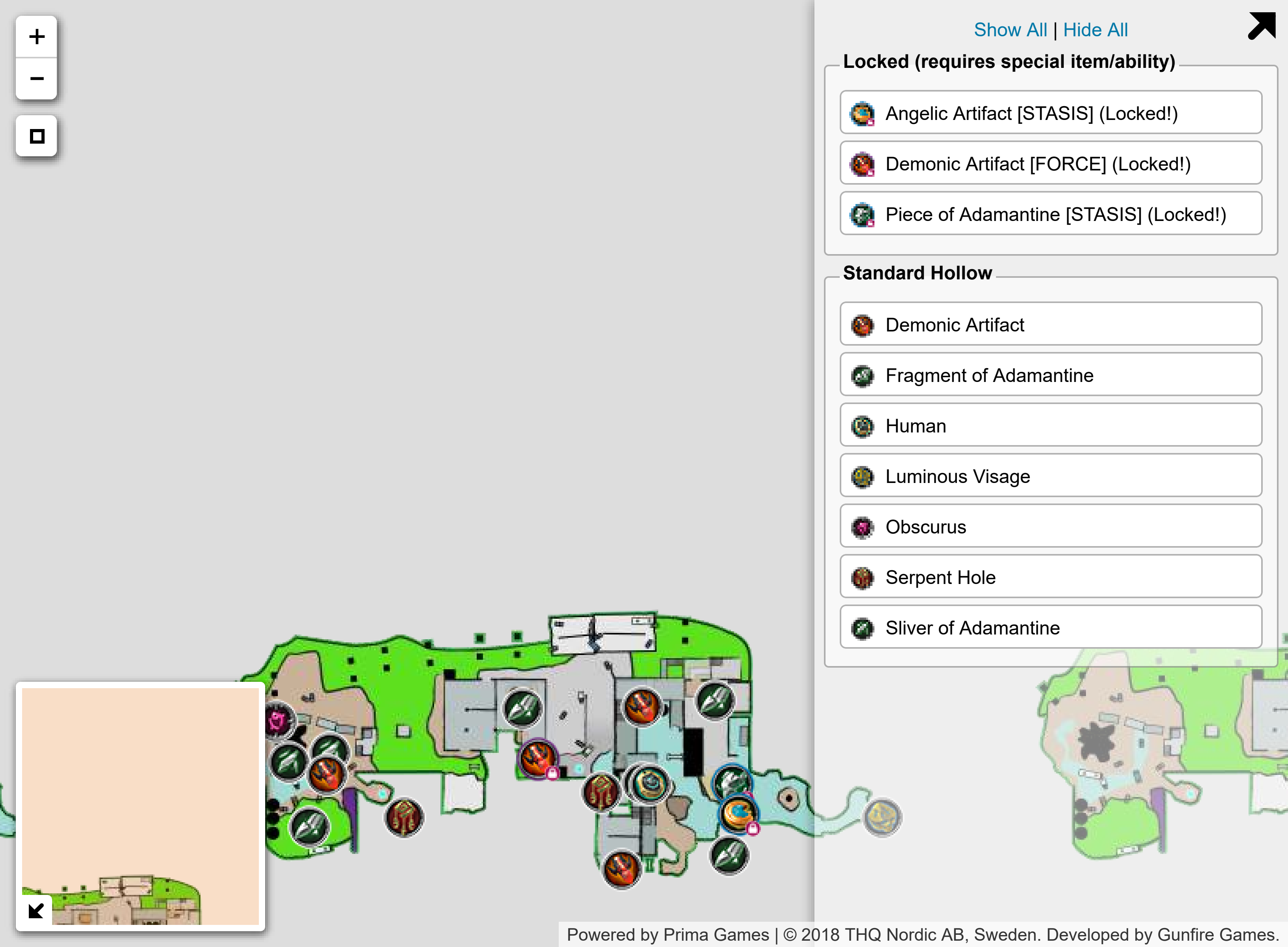

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Standard Hollow

- Demonic Artifact
- Fragment of Adamantine
- Human
- Luminous Visage
- Obscurus
- Serpent Hole
- Sliver of Adamantine

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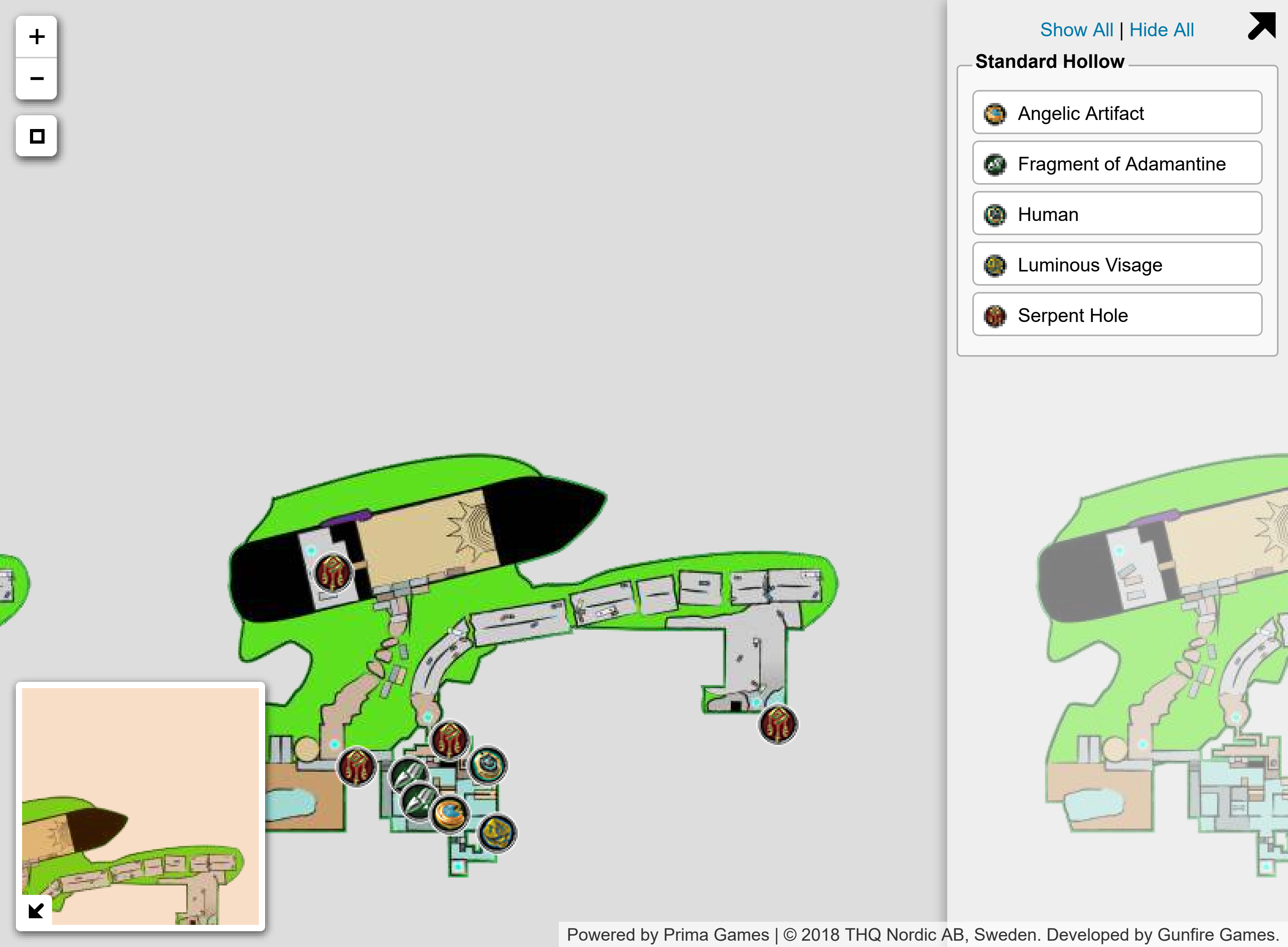
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Show All | Hide All
Standard Hollow
Angelic Artifact
Fragment of Adamantine
Human
Luminous Visage
Serpent Hole

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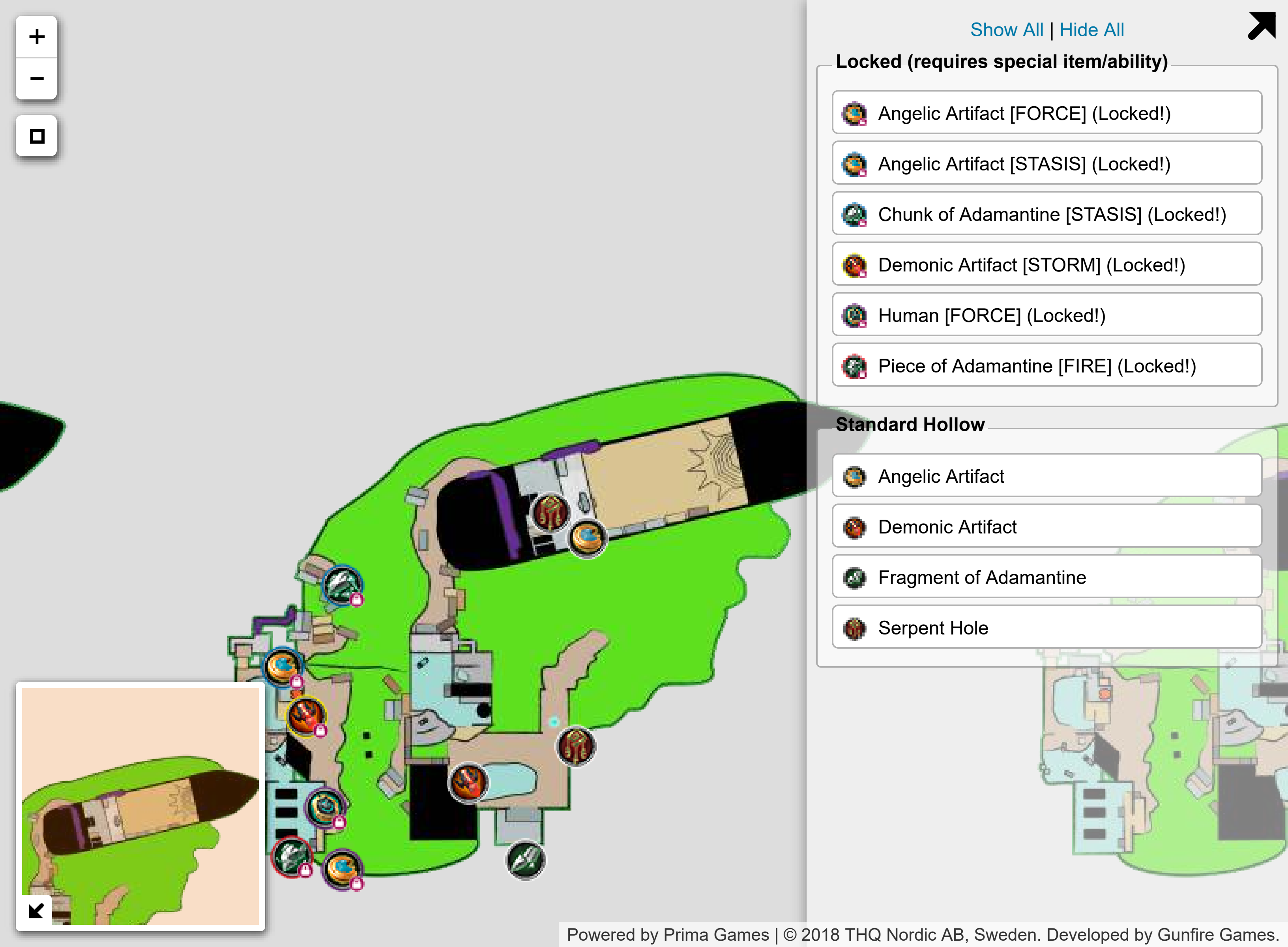

Locked (requires special item/ability)

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- Angelic Artifact [STASIS] (Locked!)
- Chunk of Adamantine [STASIS] (Locked!)
- Demonic Artifact [STORM] (Locked!)
- Human [FORCE] (Locked!)
- Piece of Adamantine [FIRE] (Locked!)

Standard Hollow

- Angelic Artifact
- Demonic Artifact
- Fragment of Adamantine
- Serpent Hole

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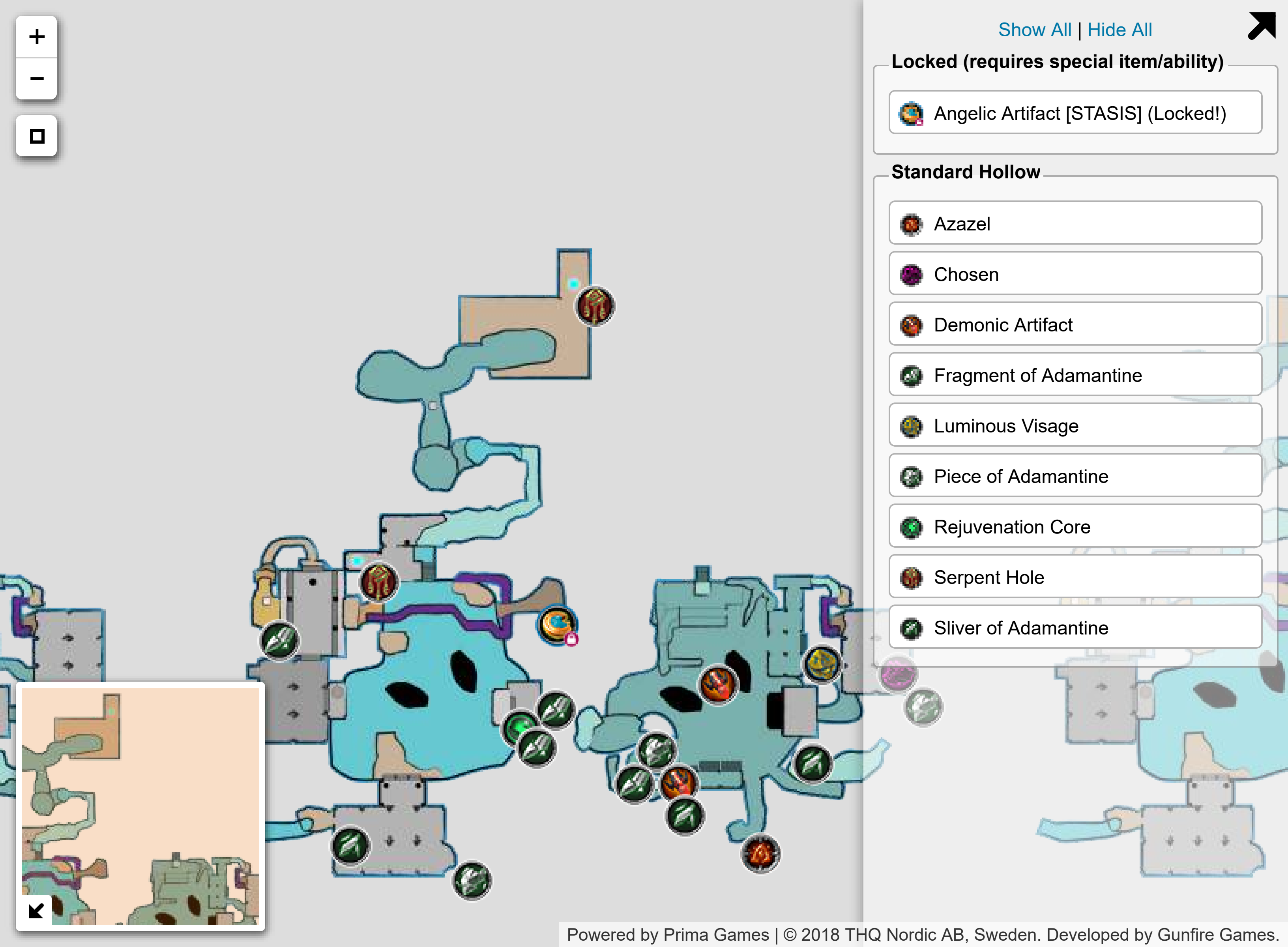
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Azazel
Chosen
Demonic Artifact
Fragment of Adamantine
Luminous Visage
Piece of Adamantine
Rejuvenation Core
Serpent Hole
Sliver of Adamantine

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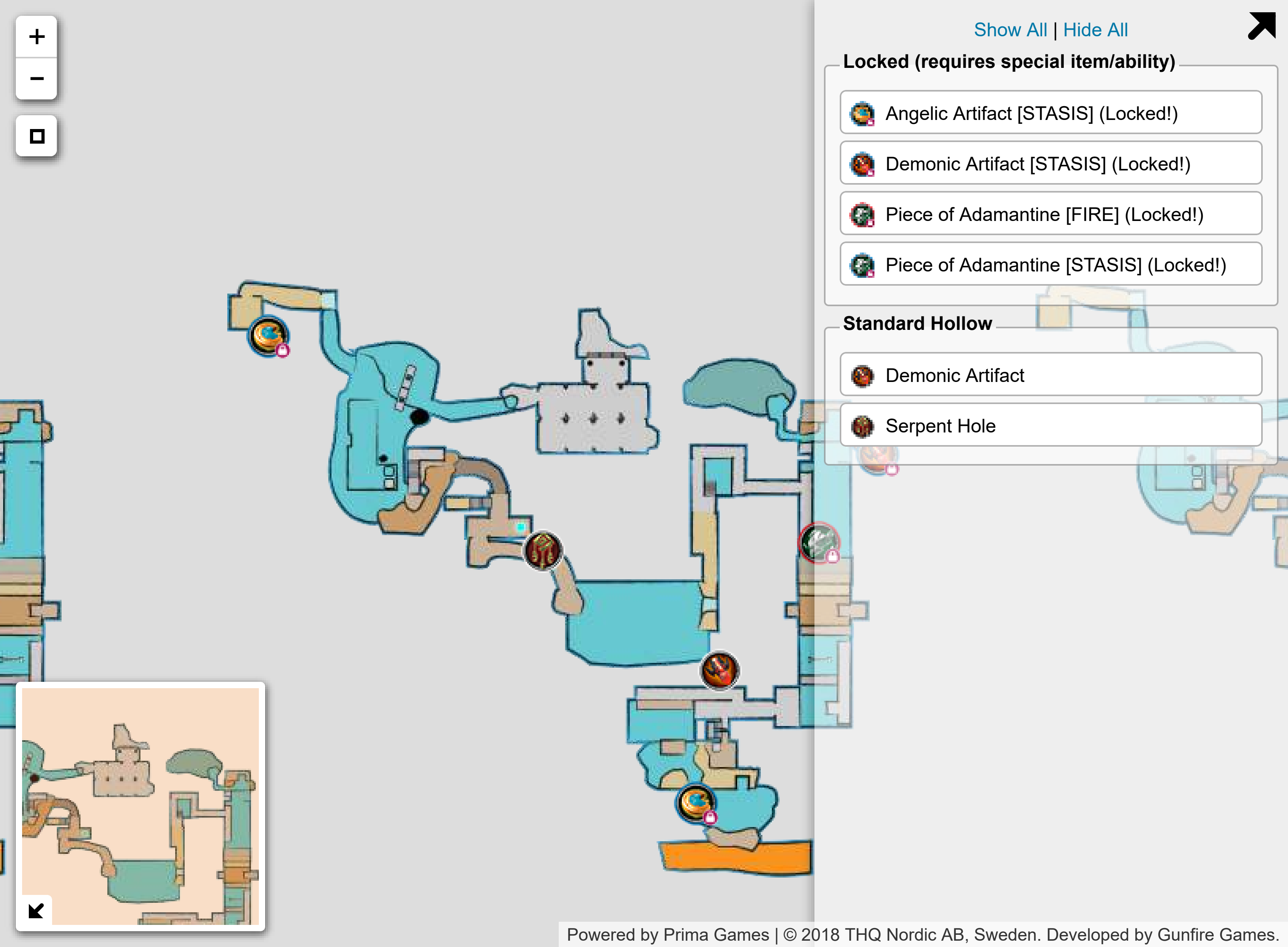

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Locked (requires special item/ability)

- Angelic Artifact [STASIS] (Locked!)
- Demonic Artifact [STASIS] (Locked!)
- Piece of Adamantine [FIRE] (Locked!)
- Piece of Adamantine [STASIS] (Locked!)

Standard Hollow

- Demonic Artifact
- Serpent Hole

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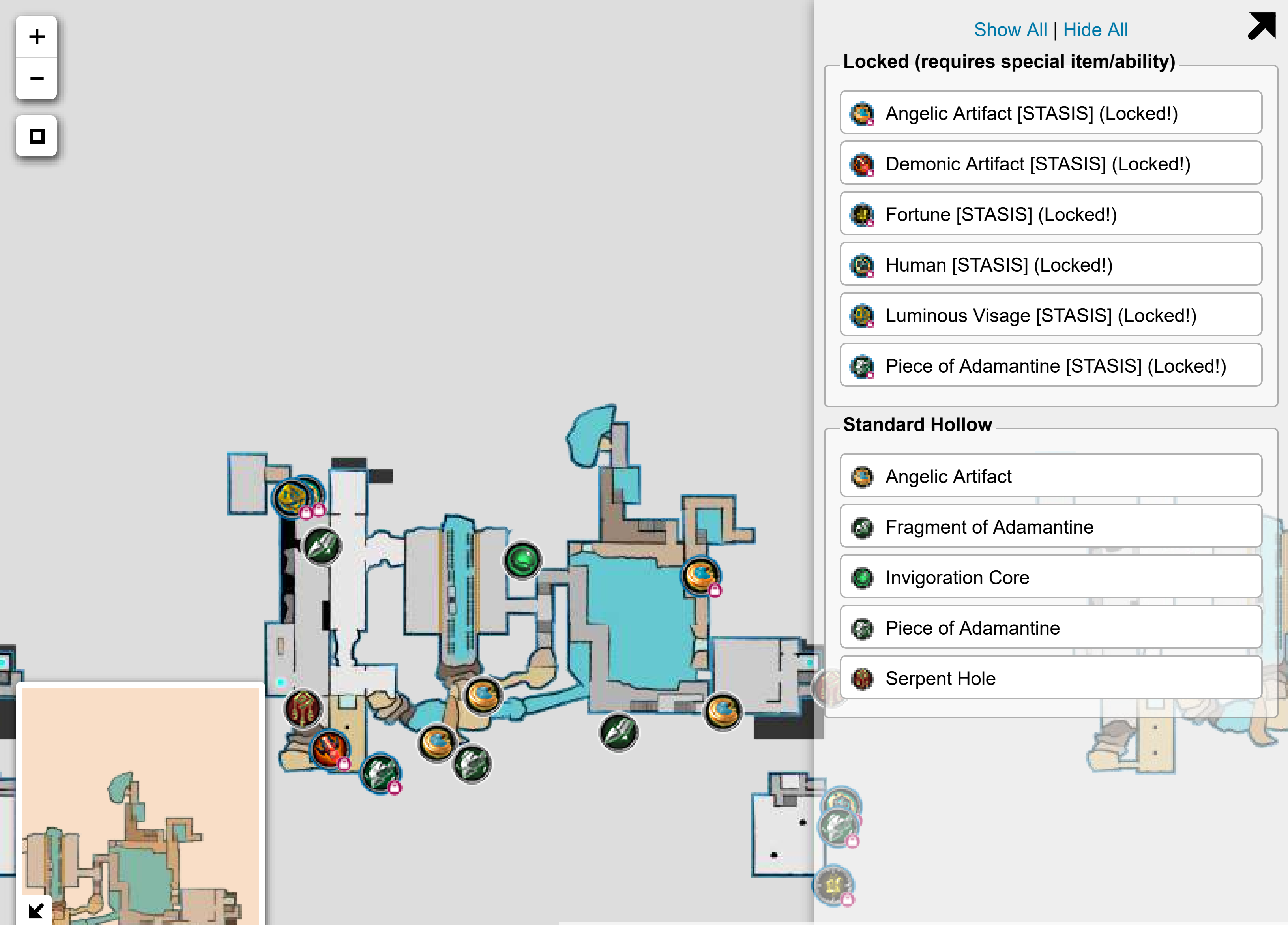
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Show All | Hide All
Locked (requires special item/ability)
Angelic Artifact [STASIS] (Locked!)
Demonic Artifact [STASIS] (Locked!)
Fortune [STASIS] (Locked!)
Human [STASIS] (Locked!)
Luminous Visage [STASIS] (Locked!)
Piece of Adamantine [STASIS] (Locked!)
Standard Hollow
Angelic Artifact
Fragment of Adamantine
Invigoration Core
Piece of Adamantine
Serpent Hole

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DARKSIDERS III

Achievements

Overview

The Achievements for *Darksiders III* are quite straightforward, and the bulk of them can be unlocked in a single playthrough without requiring any specific tactics. Those who aim to complete the game on Apocalyptic setting will surely have their work cut out for them, as that is by far the biggest challenge in this list. Good luck!

Story Progress

The following Achievements are unlocked through standard play. Those who complete the campaign will unlock each of them along the way.

Story Progress Achievements

ICON	NAME	DESCRIPTION	POINTS
	Green with Envy	Defeat Envy	**20**
	Throne Potato	Defeat Sloth	**30**
	All that Glitters	Defeat Avarice	**30**
	Eat Your Heart Out	Defeat Gluttony	**30**
	Seeing Red	Defeat Wrath	**30**
	Egomaniac	Defeat Pride	**30**
	Everybody Wants to Rule the World	Defeat the Final Sin	**30**
	Fight Fire with Fire	Collect the Flame Hollow	**10**
	Perfect Storm	Collect the Storm Hollow	**10**
	I Wanna Rock	Collect the Force Hollow	**10**
	Freeze Frame	Collect the Stasis Hollow	**10**
	Salvation	Collect Salvation	**10**
	Demon Meddler	Meet Abraxis	**30**
	Love Tap	Defeat the Kraken	**10**
	A Parting Gift	Receive the Lord of the Hollows' Final Gift	**10**
	Protector of Humanity	Complete the Game on Any Difficulty Setting	**25**
	Path of the Horseman	Complete the Game on Normal	**80**
	Death Incarnate	Complete the Game on Apocalyptic	**80**

FOR WHOM THE BELL TOLLS

While most of the Achievements unlock automatically through extensive play, you'll have to make a conscious effort to earn this one. In short, you need to avoid killing Usiel during the battle with Lust. Focus your attacks on Lust and do all you can to avoid Usiel. Since Usiel is the aggressor, lure him away from Lust, then rush to Lust while Usiel plays catch-up. Watch Lust's damage closely and look for the button prompt that ends the fight. Press it quickly to end the fight before Usiel forces your hand.

DARKSIDERS III

Achievements

Upgrades & Collectibles

Only those who seek out the many crafting ingredients and Humans will unlock all of the Achievements in this group. Consult the maps in the *Atlas* portion of this book for their whereabouts.

Upgrade and Collectible Achievements

ICON	NAME	DESCRIPTION	POINTS
	Enhance!	Upgrade an Enhancement	**10**
	Can You Restore the Balance?	Upgrade an Enhancement to Balanced	**20**
	Balance All Things	Upgrade 5 Enhancements to Balanced	**30**
	Helping Hand	Save a Human	**5**
	Five's a Crowd	Save 5 Humans	**10**
	Crowd Source	Save 10 Humans	**20**
	Community Outreach	Save 15 Humans	**25**
	Humanitarian	Save 20 Humans	**30**
	Just the Start	Upgrade Any Weapon	**10**
	Take it to the Limit	Upgrade Any Weapon to Max Level	**30**
	Cleanup Crew	Pick up 500 Item Drops	**10**
	Holy Keeper	Collect 50 Angelic Artifacts	**20**
	Demon Keeper	Collect 50 Demonic Artifacts	**20**
	One of the Chosen	Collect an Essence of a Chosen	**15**
	First of many…	Spend an Attribute Point	**10**
	25 to Life	Spend 25 Attribute Points	**10**
	Big Spender	Spend 50 Attribute Points	**30**
	Unshakable Fortitude	Collect 30 Slivers of Adamantine	**10**
	Unyielding Strength	Collect 30 Fragments of Adamantine	**10**
	Unbreakable Will	Collect 30 Pieces of Adamantine	**10**
	Purity of Power	Collect 3 Chunks of Adamantine	**10**
	Increased Capacity	Upgrade Nephilim's Respite Capacity	**10**
	Maximum Capacity	Upgrade Nephilim's Respite Capacity 4 Times	**20**
	Increased Vigor	Upgrade Nephilim's Respite Healing Amount	**10**
	Maximum Vigor	Upgrade Nephilim's Respite Healing Amount 4 Times	**20**
	Soul Harvester	Collect 100,000 Souls	**10**
	Soul Reaper	Collect 1,000,000 Souls	**20**